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COMING SOON



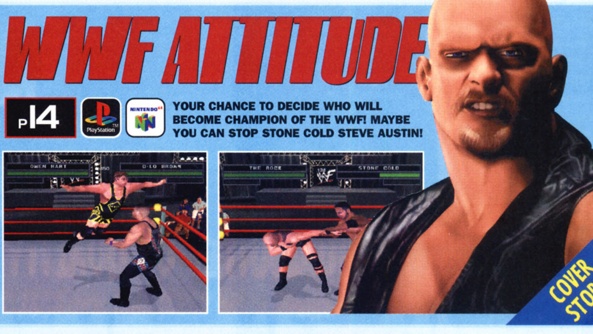
POWER STONE ON DREAMCAST.

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YOUR CHANCE TO DECIDE WHO WILL BECOME CHAMPION OF THE WWF! MAYBE YOU CAN STOP STONE COLD STEVE AUSTIN!



COVER STORY

OL' RED EYES ARE BACK

PLAYSTATION 2



YOU WON'T BELIEVE YOUR EYES EVEN WHEN YOU SEE THIS!

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SEGA DREAMCAST RULES AT THE TOKYO GAME SHOW SPRING '99. GET AN EYEFUL OF THIS!

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METAL GEAR INTERVIEW





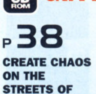
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CVG TALKS TO THE PRODUCER OF THE BIGGEST GAME ON PLAYSTATION.



GTA LONDON





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CREATE CHAOS ON THE STREETS OF '60S LONDON.



PLUS FREEPLAY

AWESOME 16-PAGE FREEBIE – EXCLUSIVE TO CVG.

FRONT PAGE: Tokyo is totally gamest.
HIGH SCORES: *Metal Gear Solid* Time Attack.
TIPS: Help with all the latest games.
MELTING POT: We rate your ideas for games.

PLUS: Premier Manager '99 guide, Charts and Drawinz!



EDITORIAL

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DANCE DANCE REVOLUTION RULES!

THE MAGICAL GROCERY CONNECTION



Next Generation PlayStation is announced, and the games world goes bananas. Me included. It's easy to keep looking at the next big thing and assume it's going to take all the potatoes, but in reality things could turn out different.

Since Next Generation PlayStation was announced I've been thinking hard, trying to stop the incredible specs from twisting my melon. Current PlayStation has changed a lot of peoples' perception of games. Sega made such a success of Mega Drive in Europe, and while Sony work to bring the new PlayStation to market, Sega have an 18-month lead to cultivate a loyal following.

Dreamcast is already ripe with fantastic games, and more on the way. Come September you'll see how Sega have every right to reap the biggest rewards from a hungry fan base. The message: Don't put all your eggs in one basket!

PAUL

OUR GUARANTEE OF QUALITY

We guarantee that you will not find a more dedicated games magazine, like it or not. But please like it:

USEFUL INFORMATION

We play games harder, and longer, than anybody else we know (and we know loads of people). The upshot is that you're the best-informed readers on planet Earth.



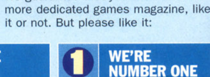
KNOCKOUT PICTURES

We won't let ourselves show you the boring bits. We want to show you how great games can be. That's how come our pictures are the best around, by miles.



WE LIKE A JOKE

We like games. But we're not going around treating this stuff like it's the Holy Grail. We're laughing at things that are stupid, or funny. Same as anyone would.



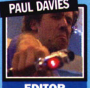
WE'RE NUMBER ONE

CVG was the first video games magazine ever in the world – we're 17 years old and counting. CVG is the biggest-selling magazine that talks about every type of game.

WE DO THIS MAGAZINE

YES, WE WOULD UNPAUSE THE GAME WHILE YOU'RE OUT OF THE ROOM MAKING TEA!!!

PAUL DAVIES

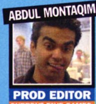


EDITOR

CURRENT FAVE GAMES:
- PSYCHIC FORCE DC
- BEATMANIA
- K.O. FIGHTERS '99
- UM JAMMER LAMMY

Bright and early at work every single day, if only to be first on the Dreamcast.

ABDUL MONTAQIM

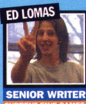


PROD EDITOR

CURRENT FAVE GAMES:
- TOMB RAIDER 3
- TEKKEN 3
- GOLDENEYE
- ISS PRO '98

All the wives in the world couldn't separate Abdul from *Tomb Raider*.

ED LOMAS



SENIOR WRITER

CURRENT FAVE GAMES:
- HOTD 2 DC
- NiGHTS
- THRILL DRIVE
- MUSIC

Desperate to get home every single evening just to play *NiGHTS Into Dreams*.

ALEX HUHTALA



STAFF WRITER

CURRENT FAVE GAMES:
- GET BASS
- POWER STONE
- HOTD 2 DC
- CHAMP MAN 3

Never a day goes by in the office when this guy passes up a 'friendly' on ISS Pro.

STEVE KEY



SENIOR WRITER

CURRENT FAVE GAMES:
- ISS PRO '98
- PREM MAN '99
- QUAKE
- ALIENS VS PRED.

Every game that comes into the CVG office goes into Steve's special draw!

NICOLA CHUBB



ART EDITOR

CURRENT FAVE GAMES:
- SEGA RALLY 2
- TETRIS
- ISS PRO '98
- RIDGE RACER 4

Watch how Nicola transforms from loving nature, to worshipping software co, id.

TONY CORMACK



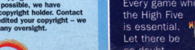
DESIGNER

CURRENT FAVE GAMES:
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- TENNIS NGPC
- X-GAMES PRO...
- ISS PRO '98

Still the most talked about man here. Though he does all the yapping.

CVG RATING SYSTEM

5 ...EXCELLENT



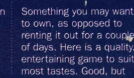
Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

4 ...VERY GOOD



Ranks among the best in its field, or surprises us with elements of well-implemented originality. Usually the highest we feel confident awarding a game.

3 ...GOOD

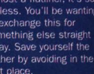


Something you may want to own, as opposed to renting it out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2 ...PRETTY BAD

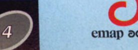
Unlikely to be especially original or overflowing with exciting features – there are better examples available. Or a clumsy attempt at a new concept.

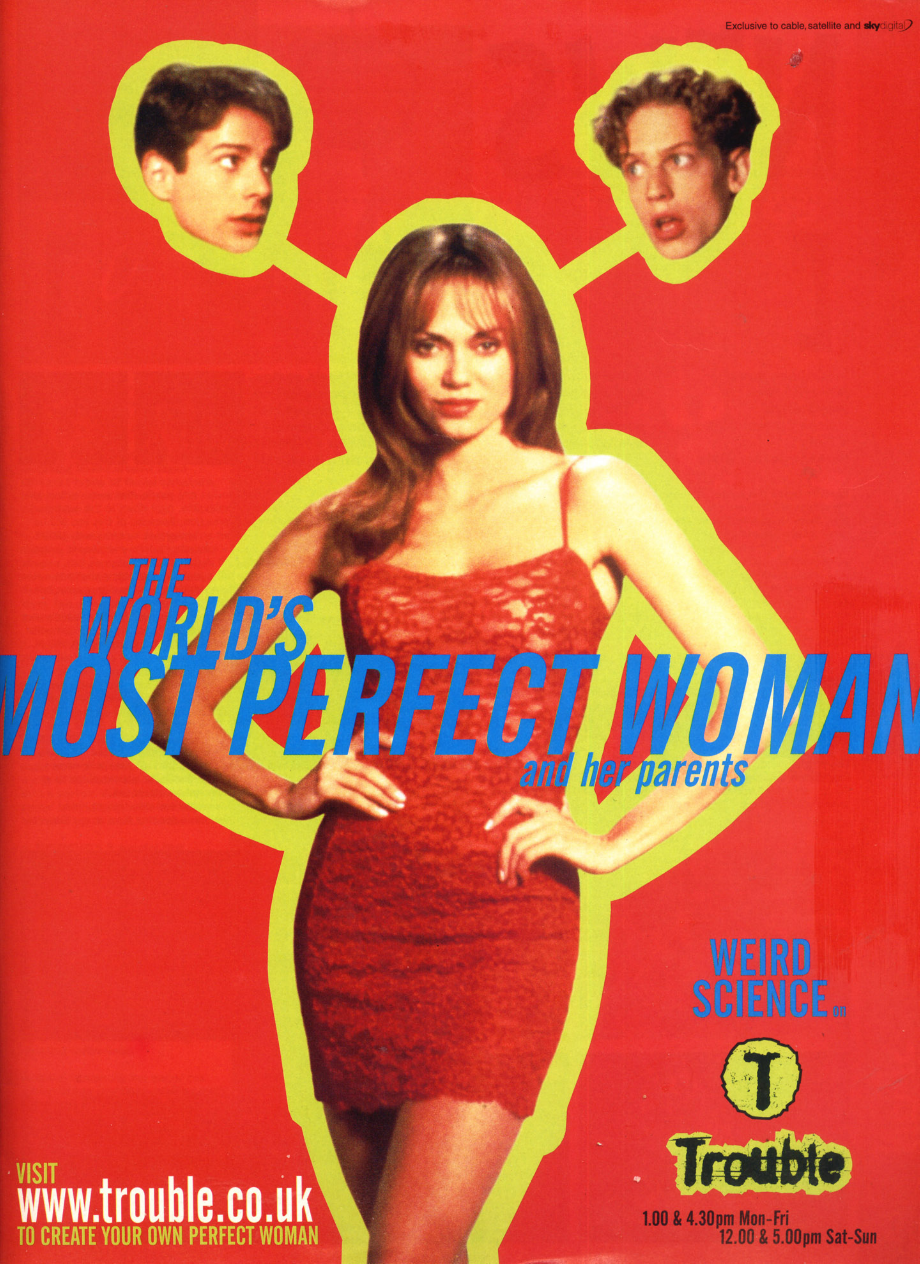
1 ...POOR



Almost a flatliner, it's so lifeless. You'll be wanting to exchange this for something else straight away. Save yourself the bother by avoiding in the first place.

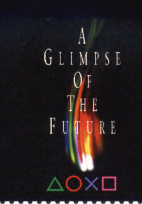
EDITORIAL





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NEWS

[PLAYSTATION 2]

- 60 times more powerful than PlayStation
- Uses CD and DVD
- Fully backwardcompatible
- Can connect to other A/V equipment
- The world's most powerful Graphics Synthesizer
- The world's first Emotion Synthesis engine
- Modem, communication
- Digital A/V compatible
- 1988 Sound Synthesis
  1994 Graphics Synthesis
  2000 Emotion Synthesis




We witnessed the power of 'next generation' PlayStation 2 this month... and lived. But only just. Sony Computer Entertainment's 'new baby' is almost too good to be true.

The next generation PlayStation is 60 times more powerful than the current PlayStation and it's three times more powerful than Pentium III, which has only recently been announced by Intel. Though we haven't seen any completed games – it's too early for that – the evidence is that next generation PlayStation is many times more powerful than Sega's Dreamcast.

When we talk about the power of the new PlayStation, it's not just in terms of great graphics. The games will also look better than anything around - just see for yourself. But the ground-breaker is how realistic the games will feel.

Over half of the new PlayStation's performance is provided by a chipset called the Emotion Engine (EE). The EE calculates around six times more information than Dreamcast. This power is used to generate the most realistic computer-generated physical worlds ever experienced. Objects will feel real as well as look real.

With this potential Sony intends their new PlayStation to be as big in the entertainment world as movies and music. Game characters will be totally believable, right down to the subtleties of facial expression. Because of this you will be able to share an important moment with game characters – excitement, fear, even l-o-v-e – just as you would in the movies.

The result should be something that has never been experienced before, not just in games but in entertainment. Check out the technical demonstrations on the pages here, and allow your mind to rush ahead and imagine where computer entertainment will take you with the next generation PlayStation.

[LIVE DEMONSTRATIONS OF NEW PLAYSTATION]

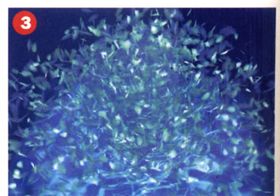
The official announcement for 'next generation' PlayStation was held at the Tokyo International Forum, on 2 March. It was presented by the most senior staff from Sony Corporation and Sony Computer Entertainment. Games developers and journalists from all over the world were present - including yours truly, CVG.

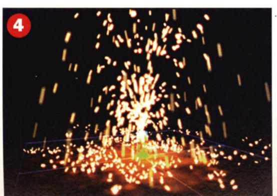
After an introduction made by Teruhisa Tokunaka, President of SCEE, the man responsible for the next generation PlayStation, Ken Kutaragi, talked through nine tech demos. Each highlights a particular aspect of the next generation PlayStation's prowess.

The real wow comes later, though, from software developers such as Namco and Square.


1


2


3


4


5


6











It's Reiko Nagase, from Namco's Ridge Racer games, flaunting her stuff, proving the new PlayStation is more powerful than we could have hoped for.

PENGUIN PANIC Crash Bandicoot chased by 100 penguins. Steam rises from the pack, and you can see Crash's breath in the icy air.

CURVED EXPERESSIONS Shows morphing based around three different types of facial structure. This is the same effect seen in Terminator 2.

1. BURR Hundreds of polygonal shapes, shown in various colours, shapes and complexity. The view moves between the shapes, into the screen, and more come into view. The new PlayStation can throw lots of polys around.

2. FLUFF Each individual fibre of these fur balls is drawn separately – they're not spheres with painted textures. The cool part is when a virtual breeze scatters the fur balls like heads from dandelions.

3. FEATHER The new Graphics Synthesizer softens objects for a more natural effect. In this demo a pile of feathers are whisked up into a vortex. Each feather is drawn individually, with the edges softened up to look... feathery!

4. FIREWORKS A special blur effect is applied to enhance the impression of speed on the sparks. The Emotion Engine calculates the trajectory of each falling particle. They splinter into smaller sparks upon landing.

5. DEPTH OF FIELD/ REFLECTION MAPPING The four PS symbols created as reflective 3D shapes. They fly around a featureless void, blurring out-of-focus as they move further away. Next, a powerful light source is added, causing dazzling reflections.

6. WAVE Waves on the water are generated in real-time, created by a 'breeze' and the undulations of a rocky seabed. The image of two fish swimming is broken and distorted by the waves.

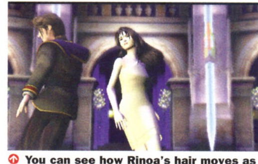
7. BATH Astonishing demo of water. Objects bounce on the water, creating waves as they do so. The plug gets pulled and the water is sucked through the hole. Then the tap pours in more water!

Next up were the demos created by a selection of PlayStation's foremost games developers. These guys only had three weeks to produce something impressive. The results were gob-smacking, but everyone claimed they could have done better with more time.

'EYES ON ME'

There's a stunning movie sequence in *Final Fantasy VIII* where the main character is taught to dance. This was recreated in real-time and made to look even better. Yes, next generation PlayStation introduced better lighting effects, and more detail. The two characters' clothes moved and their hair flowed. This was especially noticeable on Rinoa, the girl whose long hair whipped around and the fabric of her dress stretched across her legs.

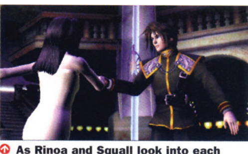
You had to keep checking yourself to realise that this wasn't a movie. Whenever these two people's eyes met, there was a feeling of connection between them. While this stunning scene continued the Square representative replaced Rinoa with other girl characters – just to prove that this was 'on the fly'. He also had the new PlayStation make it look as though the screen was a page, which could be flipped. He also divided the screen in two for a laugh.



You can see how Rinoa's hair moves as she dances around her partner Squall. Notice how the fabric stretches too.



The two characters look so real, you can almost feel the space closing between them. Even imagine the air about them.



As Rinoa and Squall look into each other's eyes, you feel almost hypnotised yourself. It's just like watching a movie, only better because you can interact.



Compare the softness and detail on Rinoa's face to anything you've seen on existing PlayStation, even Dreamcast. It's going to be impossible not to get hooked!





FIGHTING DEMO

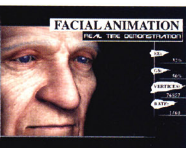
Square's final demo was a fighting game. Eight characters fought it out in a bar brawl, and outside in a Shinto temple. In the bar, when someone was thrown into the wall, a picture hanging there fell to the floor. In the temple scene it was explained that the waterfall was constructed from thousands of particles, then softened in a similar way to the feather tech demo. Likewise the torch burning. Both effects are heavy on processing power, but the new PlayStation handles it with ease.

OLD MAN

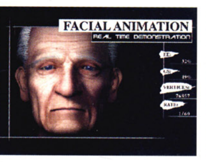
This face was manipulated as if it were a complex puppet. Any expression seemed possible - surprise, anger, laughter, concern. This was achieved by the positioning of eyebrows, size of the eyes, shape of mouth, etc, just like a real human.

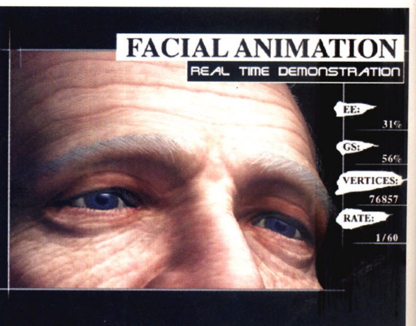
The detail on the head was phenomenal. The skin was wrinkled and could be viewed up close in detail. Each strand on the man's head was individually drawn, so could be affected naturally by shades of light. To demonstrate this, the light source was moved around the man's head.

It was like watching a virtual puppet, everybody was squirming in their chair – the face looked so real.



Give us a smile then. Cheese!





GRAN TURISMO

Mr Kazunori Yamauchi, producer of *Gran Turismo*, took the opportunity to recreate the intro movie in real-time. The lights reflecting off the bodywork are produced in real-time. The city skyline was consistent the whole time - it didn't start to appear out of nowhere as the car approached.

HAUNTED GRAVEYARD

This demo was produced by From Software who created *Armored Core* for PlayStation. The scene is an old graveyard. An unseen force scatters skeleton bones. The bones are drawn to the centre of the graveyard, where they construct a huge skeletal beast, looking half-way between a Triceratops and a T-Rex.



Not the movie from the opening to *Gran Turismo*, but a playable version of *GT* on new PlayStation.

CVG COMMENT

The next generation PlayStation has massive potential, but this can only be realised if the software developers choose to tackle it. If they can afford to!

It's doubtful that anything ground-breaking will appear on the next PlayStation within its first year, during which time Dreamcast will have many amazing games available. Check out the Tokyo Game Show report to see what we mean.

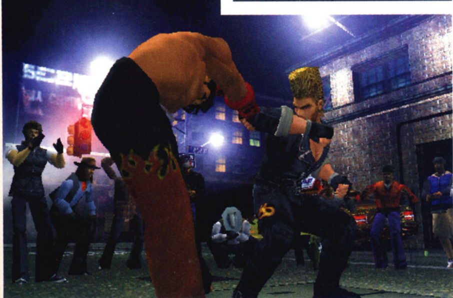
TEKKEN 3.5

Mr Masanori Yamada, lead programmer on the *Tekken* series, presented an enhanced version of *Tekken 3*. The industrial scene, featured a crowd of 30 tough guys encouraging a fight between Paul and Jin Kazama. Both resembled the game's high-quality artwork in motion.

The detail was intense – the glow from street lamps picking out detail on the crowd, and vehicles parked nearby. Of course, Mr Yamada explained that he could have brought 100 bystanders into the scene, and added facial expressions to them all if he had more time!

As a final show of strength, Mr Yamada picked up a couple of PlayStation controllers and challenged Mr Tanaka from SCEE software R&D to a fight.









PLEASE SEND YOUR LETTERS TO:

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LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES, JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

Mailbag

WHAT THE POSTMAN SENT US THAT WASN'T A BILL OR A STEERING WHEEL!

STAR LETTER

AFTER HOURS

Dear CVG,
Who says computer games aren't educational? About a month ago, I bought *Age of Empires* for my PC. It's a great game and I can't stop playing it.

I had a geography test at school recently which was all about managing and running the economy of an imaginary island, and mentioning all the problems the island might run into.

I immediately thought about the game and mentioned trading and availability of resources as two possible problems.

I got a top-class grade and I owe it all to *Age of Empires*.
James Bowler, Chesterfield.

CVG: Jammy git.



No, it doesn't look like homework to us, it looks like war – and it will only lead to trouble in the end!

PUSHING ENVELOPES

Dear CVG,
I just want to put across my point on the new generation of consoles, in particular the Emotion Engine (i.e. PlayStation 2). Now, coding for these consoles is going to be a lot harder, therefore many new developers with less capital and workers won't be able to survive, and bedroom programming will be gone for good. Secondly, with the coding being harder, companies will rather use old game engines with a few changes, instead of taking time to put together something completely new and innovative. Therefore, the market will be littered with sequels. Also, companies are now catering more for the casual gamer. But, as most casual gamers know s**t about games and only care for graphics, the market for us real gamers' will be full of games that appear good, but underneath the sharp looks, play like a turd.

Don't get me wrong, I'm looking forward to Dreamcast and PlayStation 2, but if companies don't start making good use of the hardware, instead of only wanting to use the graphics and bash out any old game, us real gamers will pay the price. There are still many companies that take time to produce games, but not enough, and there'll soon be less. Hope you can understand my concern.
Peter C, via e-mail

SUPPLY AND DEMAND

Dear CVG,
I have written to disagree with SJW of Kent (C&VG, issue 208). I understand the games have a lot of sequels, but companies like Namco only supply to meet the demand. For example, they released *Tekken 2* because *Tekken* was popular, they released *Tekken 3*, because the previous game was popular. Without sequels the PlayStation wouldn't have as many good games and we would miss out on *Resident Evil 2*. Games companies improve games in sequels, and it would be stupid not to release sequels.
Daniel Griffin, Leicester

CVG: Sequels are fine, but apart from graphical improvements and gameplay tweaks, they don't usually offer anything radically different over the original. That's why we need more original software!

REALITY RENDERING

Dear CVG,
In the beginning, there was *Space Invaders*. Nowadays, we have the likes of *Zelda*, *Metal Gear*, and *Shenmue*. But what will be the next step? There's only one more step between *Shenmue* and reality, and that's the step INTO reality. My point is, where do we go from there? Text turned into 2D, 2D turned into 3D, 3D has almost turned into reality. And that's it, you can't go any further than reality. In only 30 years we've gone from *Space Invaders* to *Zelda*, Amstrad to Dreamcast. THERE IS NO MORE! We've hit the roof of the... game... making... place. Now all we'll get is a lot more of what we already have. If anyone thinks differently, I'd be glad to hear your opinion.
Steven Hogarty, via e-mail

CVG: If reality is ever achieved, the next step to take from there is fantasy – but done more realistically, of course! Until that freaky Holo-deck thing from Star Trek becomes a reality, we'll never give up hope!

WHY I OUGHTA!!

THE CVG ORACLE

Dear CVG,
I don't usually complain to magazines, or even write to them, but in this case I feel the need. Your mag is very well thought-out and nicely done, but in issue 206, after opening the glossy pages, I found a dreadful mistake as I turned to the *Half-Life* review – it was on my Christmas list. I was glad to see 5/5, but then I turned to the 'Top Ten PC games of '98' and, horror upon horrors, noticed that *Half-Life* was not included. I thought Oh, I know, it's because it was reviewed in this same issue, but no – there were four other games that were reviewed in that same issue down there, as well as games with 4/5. *Half-Life* had 5/5, surely it ranked higher?

Also in 'FreePlay' in the 'Top Ten Recommended PC Games' for this month, *Sin* was above *Half-Life*, although *Sin* was rated 4/5. Just one more thing, in issue 208, *Metal Gear Solid* was rated 5/5, but in 'Check Point' it was not 'Red Hot so buy it' and only *Starcraft Expansion Pack* was highlighted. But don't get me wrong. Your mag is brilliant and your reviews are great.
James Young, Twickenham

CVG: Simply, the Top Tens were written before we received a reviewable copy of* Half-Life. *And as for issue 208's checkpoint – the magic highlighter saw* The Little Toaster That Could *and went AWOL that month.

I'TS IN THE SAND

Dear CVG,
I am a PC owner and I'm tired of the *Championship Manager* titles being delayed. *Championship Manager 97-98* was released on 31 October 1997, even though it should have been released in early September 1997. I saw an advert for *Championship Manager 3* (C&VG, issue 208), which said the release date is February 1999. This is fine but the original release date was January, then it was changed to 5 February, then to 19 February. Now the release date is either the 12 March or the 19 March. I have my money ready, but will it ever be released?
Paul Carrigan, Newton-le-Willows

CVG: Blame it on the Mayans, Greeks, Romans, Greg Larson – whoever. But someone's been messing with Eidos's calendar. It should be on sale by the time you read this – fingers crossed.

BUS FARE HOME

Dear CVG,
Having saved up the money ten months in advance, I went out and bought *Metal Gear Solid* on its first day of release in the UK. After playing it for about two hours I finally confronted the boss, Psycho Mantis. As soon as the fight started, the screen went completely black and some green lettering appeared which said HIDEO. It happened about two



SHORT STUFF

Dear CVG,
I would just like to say that I also cried at the end of disc one in *Final Fantasy VII*. There's no shame in it.

CVG: If you're not ashamed, why scribble out your name from the bottom of the letter?

Dear CVG,
I'm writing to defend piracy. I know it hurts the game developers but I would not even own a computer without it.
Danny Harrison, Rochdale

CVG: If everyone was like you, there'd be no games industry to speak of.

Dear CVG,
Is there ever going to be a sequel to *Zelda*, and will it be as good as the current one? Could it be set in the future? Please answer my questions.
Anthony Edwards, Knoresborough

CVG: Are you that guy in ER, you know, Goose in Top Gun?

Dear CVG,
Dreamcast and the games planned for it look amazing and I'm going to buy one when it comes out. Is *Spikeout* coming out on Dreamcast?
Daniel Johnstone, Lydeard St Lawrence

CVG: There are no immediate plans for Spikeout for Dreamcast.

Won't Sonic and Virtua Fighter 3tb do for now?

Dear CVG,
Why do people keep sending awful *South Park* pictures that look nothing like the characters to Drawinz Wot You Dun? A good reason to put loads of turds on them, though.
Nik Milne, Sheffield

CVG: We get the message, Nik. And judging by your letter, so do you.

times during the fight. Have you come across this problem before? Or is it a part of the game? After a day of worrying I took it back to the store and they replaced the game. I took it home and immediately started to play it. When I got to the boss, the screen with the green lettering appeared again. What's happening? I have tested the game on different televisions and PlayStations but the same thing happens. The only conclusion I can come to is that the game has a bug. Does Konami know about this?
Scott Mathews, Devon

CVG: Scott, calm down, it's not a bug – it's a feature of the game, a play on words, and also a perfect opportunity for you to do something that makes it ten times easier to defeat Psycho Mantis. Check out the interview with the game's creator Hideo Kojima in Freeplay this issue to find out more.

WHEN I CLICK MY FINGERS YOU WILL BE STANDING IN A ROOM SURROUNDED BY GAMES. BUY THE ONE CALLED METAL GEAR SOLID!

CAROL VORDERMAN'S MYSTERIES

Dear CVG,
3"98 seconds!? (C&VG, issue 202). On page ten of your Freeplay section there are high scores and times but I noticed that on *Mario Kart* for Wario Stadium the best time was 3"98 seconds! How is this? You say you need proof but doesn't this look a little suspect? Hmm. I also noticed that for *Gran Turismo* there is only one person with the best times. Is this because the rest of us aren't good enough, or is it that he has a 'helping hand'? What the hell is going on?
Matthew O'Neill, Newcastle Upon-Tyne

CVG: On Wario Stadium there's a massive shortcut at the start of the course. As for Gran Turismo he had better scores than everyone else. You're not bitter are you?

KONAMI, SO GOODIE

Dear CVG,
Now that games like *Metal Gear Solid* and *Silent Hill* have shown what the PlayStation is capable of, does it mean that Capcom will have to abandon the use of static images in *Resident Evil 3*? They may have to if they wish to keep up with the competition. Yet a *Resident Evil* game using *Silent Hill*'s visuals will not feel like *Resident Evil* will it?
Wengyu Chooi, via e-mail

Dear CVG,
We all know that Konami are one of the world's best developers, creating titles such as *ISS Pro '98*, *Castlevania* and the mighty *Metal Gear Solid*. I play *ISS Pro '98* like Ed Lomas plays *Quake II*! The thing I would like to know is why don't Konami make the *ISS* series not only international but also club football? It would make the game twice as good. Just imagine playing *ISS* with top club teams such as Juventus, and so on.
Kulwant Kaur, via e-mail

CVG: Yeah, give us what we want!

AND NOW, THE END IS NEAR

Dear CVG,
I have never written to a magazine before but this question is really making my life a misery and I'm sure other PlayStation users as well. What is going to happen to the PlayStation?

Don't get me wrong, I love my Station. But what more can the developers do for it? It has seen the light of many great games – *Resident Evil 2*, *Gran Turismo*, *Final Fantasy VII* and *Tomb Raider*, to name a few.

After *Metal Gear Solid* and *Gran Turismo 2* it will have no life left in it at all, unless they bring out sequels of which we have too many, anyway. Also, the Nintendo 64 is getting many of the best games that made the PlayStation special – for example, *Grand Theft Auto* and *Resident Evil*.

Should we all get a Nintendo 64 for the same games but better graphics? And what about these super-consoles like Dreamcast, PlayStation 2 and the new Nintendo console. The PlayStation is simply going to be left behind. I am tempted to sell my PlayStation and get a new console, but I would like to be convinced not to.
Richard Franck, Dublin

CVG: There's more games now than ever, and with edutainment titles bullying their way on to the console, and the mighty Hugo, the future is... they've found me, I don't know how but they've found me. Run for it Marty!

WHITE RABBIT

Dear CVG,
I'm getting really sick about the new Sega Dreamcast. I think it looks like a PlayStation and Nintendo 64 put together. I reckon it's got the colour of a PlayStation, the for control pad slots of a Nintendo 64 and, it looks like a squashed PlayStation, and my friends think so as well. Oh, and how come only the stupid Dreamcast is getting *Resident Evil: Code Veronica*. PlayStation has *Resident Evil 1, 2* and the *Director's Cut*. So how come PlayStation isn't getting it?
Daniel Percy, Whickham

CVG: Sega and Capcom signed a deal to bring the game to Dreamcast. Not stupid now, eh?

GIZMO A GO-GO

Dear CVG,
I buy your magazine every month and I think it's very good value for money. I used to enjoy looking at Gizmo Palace, but you don't have that anymore in your magazine. Why don't you take away Saint & Keysie or News?
Martin Potts, Bognor Regis

CVG: Look out for something even better in a few issues' time.

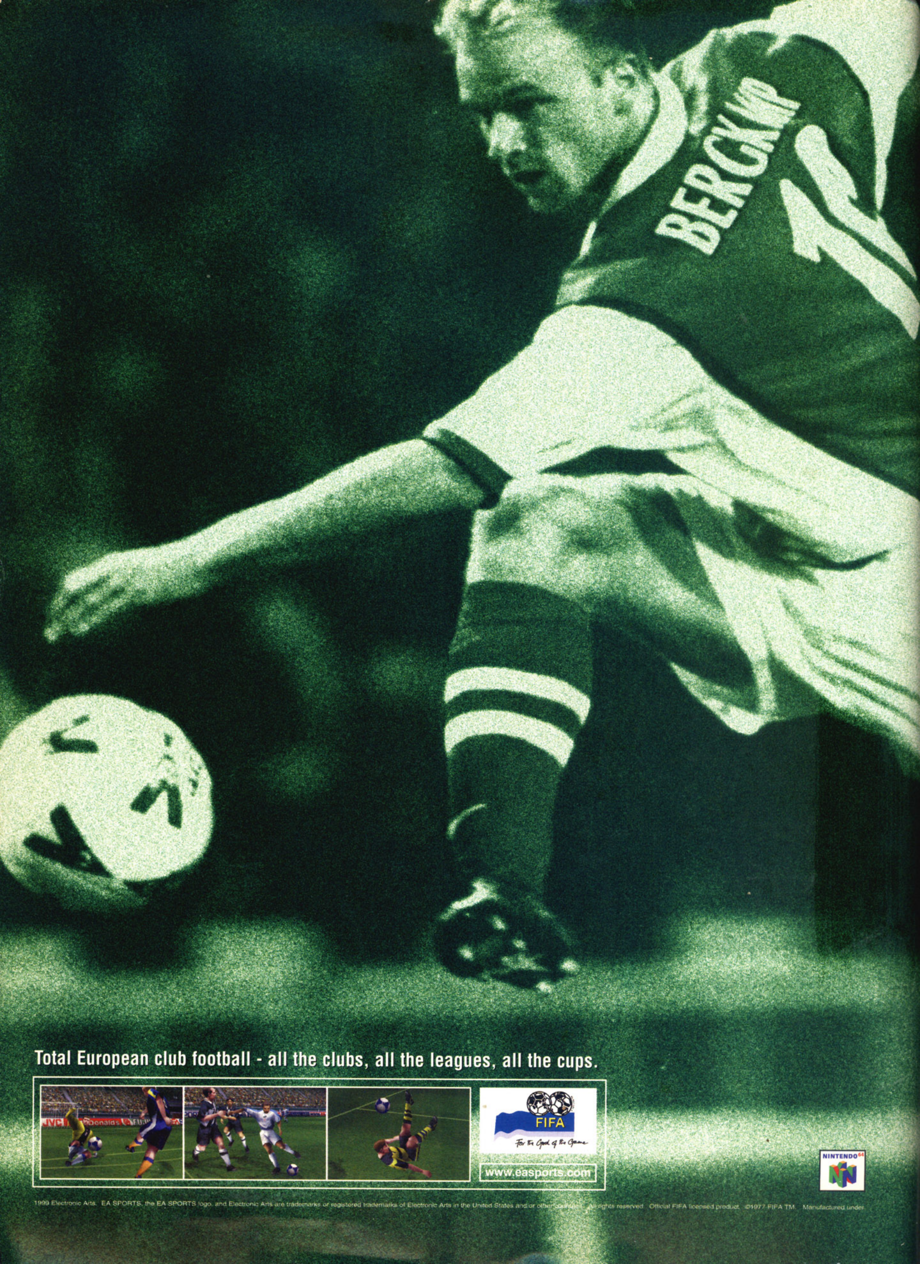
BAD PARENTS

Dear CVG,
Parents are really annoying. My Mum and Dad sit on their arses all day playing *Goldeneye* and *Turok2* deathmatches and continuously swear at each other, which is very annoying.
Kurt, via e-mail

WE NEED FUNNY PICTURES!
Send your drawings or comic strips to MAILBAG, CVG, 37-39 Millharbour, The Isle of Dogs, London E14 9TZ



ED GETS A HAIRCUT! THANKS TO MARTIN CAMPBELL


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OBEY MY FEET


If it's in the game,
EA SPORTS
it's in the game.


EA SPORTS
FIFA 99
PAL VERSION





Having Stone Cold Steve Austin on our cover can only mean one thing – there's a new World Wrestling Federation game around the corner, and it's looking pretty good.

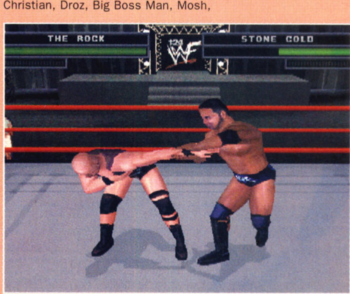
WWF ATTITUDE

The World Wrestling Federation (WWF) continues to rise in popularity. New wrestlers are introduced on a regular basis and the fights get more and more outrageous. Best of all though, is that week-in, week-out surprises happen. If you thought *EastEnders* was full of plot twists, you haven't seen anything yet – this one has it's very own tough guy with a shaved head.

Looking to capture this excitement, Acclaim are packing every feature you could think of into a brand new WWF game and it may be their last chance to do so. With a new lucrative licence already snapped up by EA, Acclaim are set to lay the 'smack down' with a game that's going to be a tough act to follow.

LOOK AT THIS, LOOK AT THIS!

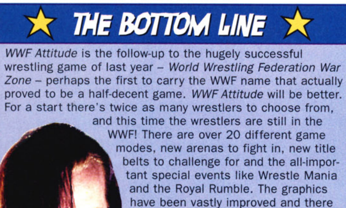
If you're a fan of wrestling the first thing you'll want to know is which wrestlers have made the cut for this game and who's been left out. Sorry if lists are boring but these are the ones who are definitely in: Stone Cold Steve Austin, The Rock, Mankind, Undertaker, Triple H, X-Pac, Kane, Badd Ass Billy Gunn, Road Dog Jesse James, Goldust, Ken Shamrock, D-Lo Brown, Val Venis, Al Snow and Head, 'Sexual Chocolate' Mark Henry, Gangrel, Edge, Christian, Droz, Big Boss Man, Mosh, Thrasher, Steve Blackman, Bradshaw, Owen Hart, Jeff Jarret, Paul Bearer, Too Sexy, Too Much and Commissioner Shawn Michaels. There's also plenty of female wrestlers for reasons that will become apparent later. Among them Sable, Jacqueline and the 'ninth wonder of the world' Chyna. So far there's no sign of the Acolytes, Hardcore Holly, Bluedust, Godfather, Tiger Ali Singh and 'Big Show' Paul Wight, but some of them may be added before the game is completed.



The main event at Wrestlemania XV, and now on your console, too. The Rock's going to work on Austins' elbow and he hasn't had time to remove that waistcoat.

THE BOTTOM LINE

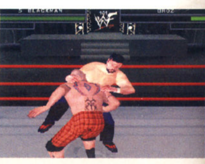
WWF Attitude is the follow-up to the hugely successful wrestling game of last year – *World Wrestling Federation War Zone* – perhaps the first to carry the WWF name that actually proved to be a half-decent game. *WWF Attitude* will be better. For a start there's twice as many wrestlers to choose from, and this time the wrestlers are still in the WWF! There are over 20 different game modes, new arenas to fight in, new title belts to challenge for and the all-important special events like Wrestle Mania and the Royal Rumble. The graphics have been vastly improved and there are plenty of new moves for you to try and master. In short – it's much better than last time.



The New Age Outlaws take on the Headbangers.

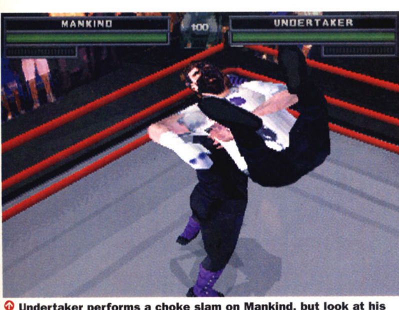






GIVE IT SOME ATTITUDE

COVER STORY



Undertaker performs a choke slam on Mankind, but look at his right hand – it's Mr Socko! This fight has got plenty of action left.



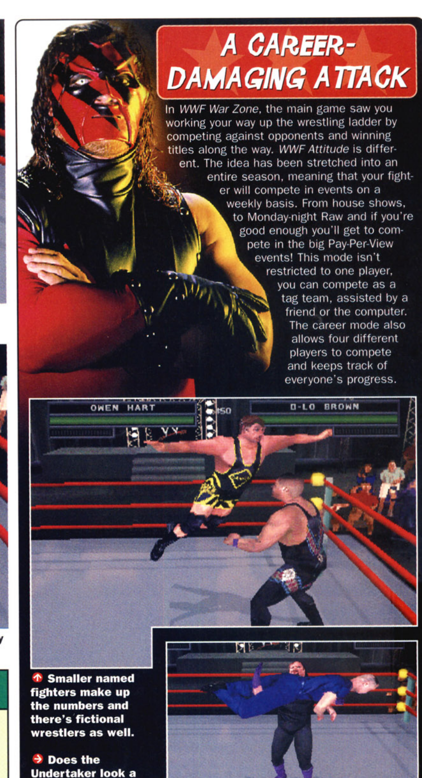
Goldust is about to throw Billy Gunn into the corner, meaning only one thing, he's setting him up for his finisher – Shattered Dreams!

THE CHAMPIONSHIP IS ON THE LINE

There are seven different title belts for you to try and win. Depending on your choice of wrestler you won't be able to win them all. The new Light Heavyweight belt is an option only for smaller fighters and the Women's Belt is, oddly enough, only contested between women! But there's plenty of others on the line, try going for the European (you don't have to be European to enter), Intercontinental, Tag Team, and biggest of all – the World Heavyweight titles. For the most fun though, you may want to compete for the no-rules, anything-goes Hard Core title.

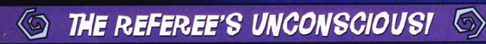
A CAREER-DAMAGING ATTACK

In *WWF War Zone*, the main game saw you working your way up the wrestling ladder by competing against opponents and winning titles along the way. *WWF Attitude* is different. The idea has been stretched into an entire season, meaning that your fighter will compete in events on a weekly basis. From house shows, to Monday-night Raw and if you're good enough you'll get to compete in the big Pay-Per-View events! This mode isn't restricted to one player, you can compete as a tag team, assisted by a friend or the computer. The career mode also allows four different players to compete and keeps track of everyone's progress.



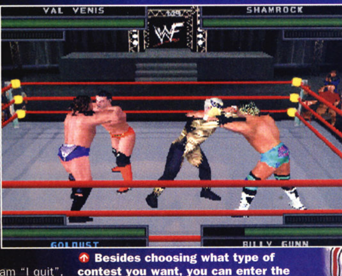
Smaller named fighters make up the numbers and there's fictional wrestlers as well.

Does the Undertaker look a bit fat in this picture? Boss Man is no beanpole himself.

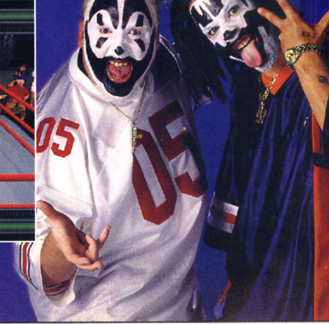


THE REFEREE'S UNCONSCIOUS!

There's a huge choice when it comes to the fights themselves. Early wrestling games have been restricted by allowing you to compete in only the simplest of matches. *WWF Attitude* allows you to play with a lot of options, setting up the fights you want and turning rules on and off. Forget the three-count fights, *WWF Attitude* has lots more with First Blood, 2 Out Of 3 Falls, Iron Man, Tornado, Hard Core, Last Man Standing, Steel Cage and Weapons. You can also fight in I Quit matches where the only way to win is to make your opponent scream "I quit", recently made popular by The Rock and Mankind – soon you could be doing the same with your friends.



Besides choosing what type of contest you want, you can enter the big WWF speciality matches like LumberJack, Survivor Series, Triple Threat and King of the Ring.

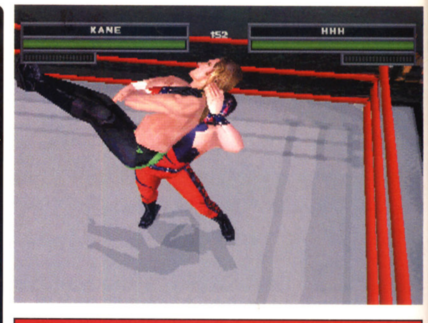






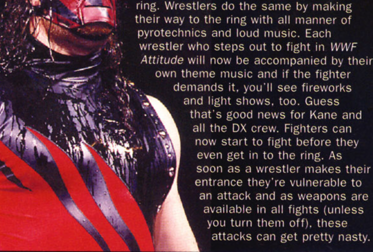
CAN YOU SMELL WHAT THE ROCK IS COOKING?

More new features that will please fans of wrestling are the all-important entrances. Making an impression is a big deal and just as Prince Naseem boasts – he beats his opponents before he gets in to the ring. Wrestlers do the same by making their way to the ring with all manner of pyrotechnics and loud music. Each wrestler who steps out to fight in *WWF Attitude* will now be accompanied by their own theme music and if the fighter demands it, you'll see fireworks and light shows, too. Guess that's good news for Kane and all the DX crew. Fighters can now start to fight before they even get in to the ring. As soon as a wrestler makes their entrance they're vulnerable to an attack and as weapons are available in all fights (unless you turn them off), these attacks can get pretty nasty.



A HELLACIOUS PILEDRIVER

WWF Attitude may not have as many moves as a game like *Tekken* but against other wrestling games, it has plenty. There are over 400 moves at a fighter's disposal, with different positions allowing for more moves. For instance, if you have your back to an opponent, or if you're standing on a turnbuckle, there will be different moves available. Each wrestler also has their own signature moves, one unique finishing move and even taunts to provoke opponents. Never mind Stone Cold's Stunner, we want to see how effective moves like the Corporate Elbow and Bronco Buster will look, and to see how dirty Mankind can be with Mr Socko.





Road Dog against Al Snow, this must be a Hardcore match, but Head is nowhere to be seen.





THE MILLIONS WATCHING AROUND THE WORLD

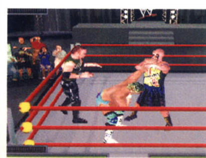
One option that's still undecided at the moment is the Pay-Per-View mode. Here you can create your own special events, pick the competing fighters and the belts that are on the line. You can select eight wrestler matches, choose the type of ring and even alter the lighting. There's lots of scope for creation in *WWF Attitude* and this option could be one of the best. Let's hope that it makes it into the final game.

HERE COMES A NEW CHALLENGER

One feature from *WWF War Zone* that has been retained and improved upon in *WWF Attitude* is the Create-a-Wrestler option. This allows you to play Dr Frankenstein and create new wrestlers to wreak havoc in the World Wrestling Federation. Picking from body type, weight and hair colour, among other things, you can create some truly unique fighters – only now with even more choice. You're no longer confined to a choice of 'heads', *WWF Attitude* allows you to change the eyes, nose and mouth individually. You can also customise clothes by adding text and even pick a custom theme tune and special moves. There's also an option to generate a fighter randomly – the results are usually just as ridiculous as anything you could have created.



All you hot-blooded males can finally see who's the toughest woman. Chyna usually wrestles with the men, so she has an unfair advantage in this contest. Sable should prove to be a tougher match.



It's the crowd from Pitfighter!

ATTITUDE ADJUSTMENT

There's still a couple of months' work left on *WWF Attitude* and we'll be keeping a close eye on the progress. Expect to see the results and a review very soon.

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Whatever else puts you on the spot it needn't be spots.

Uh-oh! Bit of an embarrassing spot? Still, look on the bright side. OXY products help kill spot causing bacteria on contact, helping to prevent spots before they start. Which means, at least it won't be that sort of embarrassing spot that puts a cringe making blemish on your day. **SPOTS? OXYCUTE 'EM.**



90% COMPLETE PC CD ROM

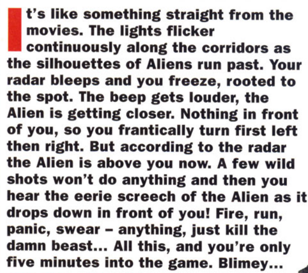
CORRIDOR | BY REBELLION | MAY RELEASE | 1-8 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY FOX TEL 01753 549442

Two of the greatest sci-fi horror films ever made combined into one corridor shooting feast, with gore, guts and green blood galore.



ALIENS VERSUS PREDATOR



It's like something straight from the movies. The lights flicker continuously along the corridors as the silhouettes of Aliens run past. Your radar bleeps and you freeze, rooted to the spot. The beep gets louder, the Alien is getting closer. Nothing in front of you, so you frantically turn first left then right. But according to the radar the Alien is above you now. A few wild shots won't do anything and then you hear the eerie screech of the Alien as it drops down in front of you! Fire, run, panic, swear – anything, just kill the damn beast... All this, and you're only five minutes into the game. Blimey...



THE MARINE

This is the closest it gets to the first-person corridor games. At the start of the game you face off against the Aliens, but come across Alien/Predator hybrids later on. You have the standard marine weapon of a pulse rifle to begin with, which also has the small grenade explosive on the top as a secondary weapon. You also have an image intesifier, which makes all dark areas light. Bright areas however cause practical blindness though! Your motion sensor is the scariest thing though, because one beep and you cack yourself waiting for the Alien invasion!



Marines inspect any blood they find on the walls. Red or green...





THE PREDATOR

This is even cooler. The Predator comes complete with shoulder cannon – activated by flipping up the computer terminal on its arm – a cloaking mode to prevent detection and three modes of heat-sensitive vision. And, true to the film, if you spot anyone by their body heat the Predator's vision will lock on to the person, giving you an easy kill! Ooh, my gawdfarvers!

ALIENS

A neat twist when you play as an Alien is that the game is played through a fish-eye lens to give an even greater feeling of distortion. Aliens can cling and stick to any surface, so in theory deathmatches could become brilliant with colonies of Aliens waiting to ambush you by hiding on the ceiling. Aliens also have an alternate vision mode which helps you to see in the dark and pick out small, unlit corridors and tiny passages hidden in walls.

A GODDAMN SEXUAL TYRANNOSAURUS

Aliens vs Predator is almost finished and we can guarantee you the finished review next month. It's going be awesome, so get ready for the full blood-soaked review! And we may even give you some cool compos, too. Stay tuned.


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100% COMPLETE

Dreamcast

3D FIGHTING	BY CAPCOM
OUT NOW (JAPAN)	1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CAPCOM

TEL IMPORTER

Direct from the masters of the fighting game. A totally fresh concept and a powerful demonstration of Dreamcast's huge potential!

POWER STONE

It's been 12 years since Capcom first dreamed up the World Warrior concept. We've been waiting for the first-ever, real 3D adaptation of this theme for a long time – and now it's finally here.

Power Stone **just set the world on fire, and made Dreamcast an even hotter property than it already was. No familiar faces here, though – the actual** ***Street Fighter*** **series is too valuable to risk experimentation. Instead of Ryu and friends we get a whole new cast of contenders from across the globe. In addition to their awesome powers they have the entire 3D stage to work with. Read on, you'll be glad you did.**





SAME THEME, JUST A DIFFERENT TEAM



As *Street Fighter 2* immortalised Zangief, Ryu, Chun-Li, Dhalsim and associates, Capcom want you to remember the *Power Stone* guys. Strong and slow, average Joe, beautiful, or just bizarre – these traits form the basis of any great team.

GUNROCK's the slow guy but his Gun Gun Rock punch, and Rock The Crash kick deal the heaviest possible damage!

JACK looks kind of normal until you see him (it?) move. Sort of scurries like a spider. Highly unpredictable unless you're practised.

THREE GEMS OF AN IDEA

Now here's the strategy and show all rolled into one. On every stage there are three gems which appear at random intervals, though always in one of three locations. Your character transforms into a supernatural alter-ego, gaining untold power, upon collecting all three. This state is called Power Drive.

The new abilities granted by the stones have a time limit, however. So you need to make the most of your Power Drive status. In any case, the supreme power isn't invincible or even unavoidable. A skilled player on the defensive can find a way in with the right moves.





At first it's tempting to head for the gems, no matter what. Once the novelty wears off, you can set people up, using the precious rocks as bait instead. Ha-haaargh!



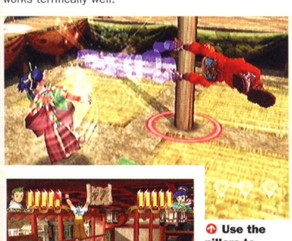
Your character looks totally rockin' when he/she is in Power Drive mode. The special effects for each character's insane Super Combos light up the screen like Guy Fawkes Night. Fantastic!

MONKEY SWINGING MAYHEM

Power Stone excels when you learn how to use the 3D stages like a gymnast. Every character can interact with the background to find even more potential for their moves.

Everyone can perform monkey swings from latticed ceilings, hop on to roof tops, and swing around posts – from where they can launch flying attacks. Some of the stronger ones can even uproot, say, a pillar, and smack their opponent with it!

In *Power Stone*, using the 3D scene as a prop, works terrifically well.



Use the pillars to swing around and sail straight into someone's face! Oofyah!



Hit Punch and Jump together to trigger some special moves. In Power Drive mode, these are enhanced to become crazy-looking Power Fusion moves!



MAINLINING THE MOVES

The design concept for *Power Stone* has been around for almost three years – long before Dreamcast was conceived. During this time Capcom have hit upon the best command system for the game, and it's simple.

You have just three buttons to work with – Punch, Kick, and Jump. Depending on range, and by combining buttons, each character is stacked with techniques. There's no option to guard in *Power Stone*, so you can imagine how busy it gets as fighters seek to attack while defending themselves.





You can pick up and throw anything in the fight arenas – Gunrock's got a giant table here!



ROUGE is the weak character, who creates confusion with speed. While leaping through the air, Rouge casts fire from her fingertips!

FOKKER is an all-rounder who only impresses if the player is confident and skilled. He's the fairest fighter of them all.

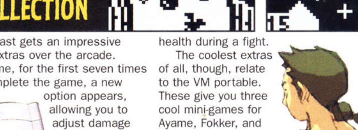
EAT MY BOX

You get to have some more fun, thanks to a bunch of weapons you can pick up. Like the gems, these appear at random times, though always in the same spots at every stage. They're useful to have, but an easy lure for frantic players. There are seven types in all, ranging from a simple gun, to a flame-thrower. They don't last forever though, and can be lost if knocked from your hands, or when their 'power' runs out.





THE POWERSTONE COLLECTION



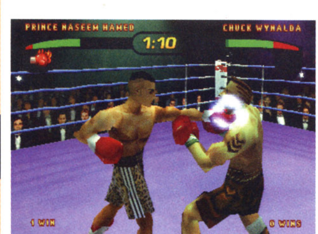
Dreamcast gets an impressive list of extras over the arcade. Each time, for the first seven times you complete the game, a new option appears, allowing you to adjust damage levels, the amount of Power Stones on screen, and even introduce new items such as food to increase health during a fight.

The coolest extras of all, though, relate to the VM portable. These give you three cool mini-games for Ayame, Fokker, and Gunrock – target practice, flying, and slot machine respectively. Great for playing on the bus!



AND THAT'S NOT ALL

Dreamcast gets another boost. Apart from the next-generation PlayStation, *Power Stone* has been the most talked-about item in games this month. Sega better include this game when Dreamcast launches in September, or we're going to stamp on their gonads!



80% COMPLETE

PlayStation

BOXING GAME | BY CODEMASTERS | MAY RELEASE | 1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY CODEMASTERS TEL 01926 814132

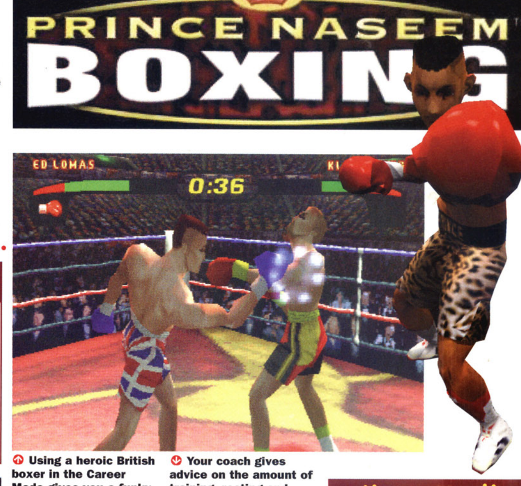
PRINCE NASEEM BOXING

What does a boxer with 31 fights, 31 wins and 28 knockouts need? A video game of his own! Prince Naz is here to conquer the virtual ring!

With fighting games working so well on consoles, it's strange that no-one has yet managed to make a top-quality boxing game. There have been plenty over the years, but they've all lacked something important – some are too slow, others don't offer the variety of punches, a few restrict your movement around the ring, and the majority have just been plain poop. Codemasters have signed up the hottest fighter around for their first attempt at the sport. They hope to make it the definitive simulation with everything we've been waiting years for – plus a load of cool extras. Let's take a look.

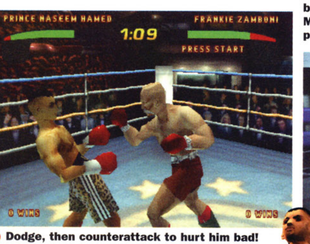
A LITTLE BIT WOOOOOOOAH

With Prince Naseem being a featherweight rather than a lumbering heavyweight, an important part of the game is being able to move quickly around the ring – dodging and weaving as you go. Even though it's not yet finished, *Prince Naseem Boxing* is already the fastest boxing game we've seen. Getting around the ring is simple – pressing the D-pad lets you move around freely, and a double-tap of the pad performs a quick step in any direction. Holding one of the shoulder buttons also lets you swing and duck around while standing still, just like the real Prince does!

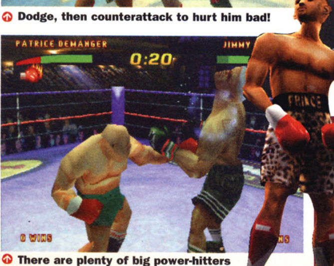


Using a heroic British boxer in the Career Mode gives you a funky pair of Union Jack pants!

Your coach gives advice on the amount of training, resting and fighting you should do.



Dodge, then counterattack to hurt him bad!



There are plenty of big power-hitters in the game for heavyweight fans.

Oooh. That one's a bit low.

CAREER OPPORTUNITIES

For single players Codemasters have included the Career Mode, which gives you plenty more to do than constantly fighting. After proving yourself in a sparring match a coach picks you up, giving you the chance to train in his gym. As well as deciding exactly the type of training you're going to do (and the amount of rest you'll get), you also have to arrange fights with other boxers. Then on fight day, you've got to get in the ring and prove yourself so that you can claw your way up the world rankings. This could prove to be one of the highlights of the game when it's finished.

HE'S ON FIRE!

A glove underneath your fighter's stamina bar indicates when it's possible to pull off a special combo attack. Each fighter has a number of possible punch combinations which can be worked out easily – raining four punches in upon someone's head without giving them time to block is obviously going to come in handy! Get your timing just right and your opponent is going down.

PRINCE CHARMING

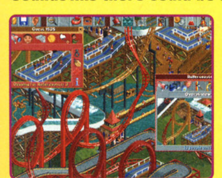
Though there's still work to be done, *Prince Naseem Boxing* is looking good, sounding great, and playing well. We should have a full CVG review in time for the game's planned release towards the end of May.

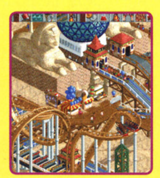
FONDEST LOVE TO YOU

I can't believe it, I researched for months to get the ultimate Corkscrew. On the first ride, 2 people died of shock, and the other 32 threw up their hamburgers!

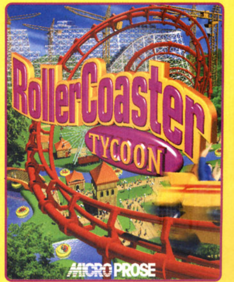
In that case, you'll have to lower the price, rename the ride and do a recruitment drive for more cleaners.

With Roller Coaster Tycoon, building the biggest, scariest rides ever experienced is only just the beginning. You've then got to manage the park as a successful, profit-making business; hire and fire staff, research new rides, set prices, advertise, monitor your customers' moods ... Sounds fun?
Sounds like there could be a Roller Coaster Tycoon in you itching to get out.









Roller Coaster Tycoon – a shrewd investment in long-term amusement.

#1 PC GAMES BESTSELLER

PC Gaming World 5/5 **PC Gamer 91%** **Ultimate PC 89%**

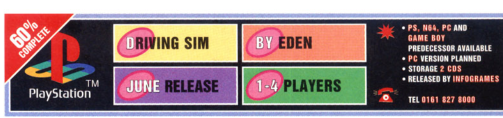




DEMO AVAILABLE ON:
www.rollercoastertycoon.com

MICROPROSE

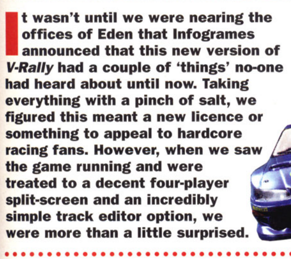




Infogrames sprang a few major surprises as we were treated to a first play of its eagerly anticipated sequel to *V-Rally*.



It wasn't until we were nearing the offices of Eden that Infogrames announced that this new version of *V-Rally* had a couple of 'things' no-one had heard about until now. Taking everything with a pinch of salt, we figured this meant a new licence or something to appeal to hardcore racing fans. However, when we saw the game running and were treated to a decent four-player split-screen and an incredibly simple track editor option, we were more than a little surprised.



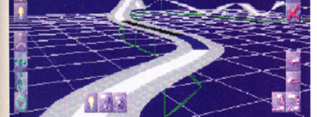
TRACKS UNLIMITED

So, on top of the 92 tracks already in the game (hence the need for two discs), Eden have come up with an incredibly simple-to-operate track editor, thus giving you the potential for an infinite amount of tracks. Icons along the side of the screen will let you lay more tarmac, alter the height of slopes, add scenery and details, change the stage from the snow-tipped peaks of Sweden to the greenery of good ol' England. Once you've made your track, you can even include it in the game and race it in the championship mode. And according to Infogrames, up to 250 tracks can be stored on one memory card.

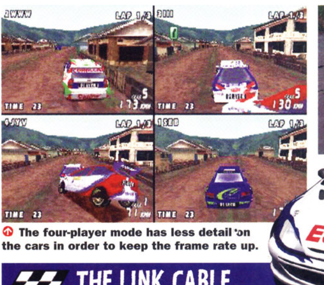


Drivers are shaken around depending on the severity of the circuit.

Dust flies up and mud sticks to the wheel arches on the dirt tracks.



Hills can be created by simply moving up or down on the D-pad. It really is that easy to use.



The four-player mode has less detail on the cars in order to keep the frame rate up.

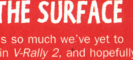


The manual replay lets you flick to any other car on the track and try out various camera angles.

THE LINK CABLE BREATHES AGAIN!

V-Rally 2 also has a four-player feature. Anyone can play this way by having two players linked up to one machine while two more play on another. But that's pointless when all four of you can play on one machine!

By reducing the amount of polygons on trackside details and the cars themselves, the programmers are able to have a decent frame rate for each of the four windows, hence a very enjoyable and playable game mode. It's something rarely seen on PlayStation, but the proof is here that it can be achieved to a very high standard.



SCRATCHING THE SURFACE

There's so much we've yet to cover in *V-Rally 2*, and hopefully we should have a nearly finished version so that we can give you a complete low-down next month. Whatever happens, you can be certain that *V-Rally 2* has the potential to be a huge hit.





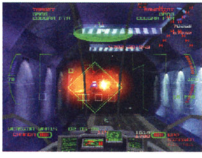
3D ACTION ADVENTURE | BY THE WHEELHAUS | MAY RELEASE | 1 PLAYER

- PLAYSTATION AND PC PREDECESSOR AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY PYSGNOSIS
- TEL 0151 282 3000

It's time to administer the law, *G-Police* style. No reading of rights or handcuffing – here the guns and ammo do the talking.

G-POLICE 2

Flicking through the pages of C&VG this month, you may have noticed there are lots of sequels about: *Rally 2, Croc 2, Bloody Roar 2* are the ones without imaginative titles. Others include *Premier Manager '99, Grand Theft Auto: London* and *Gex: Deep Cover Gecko. G-Police: Weapons of Justice* is another to add to that list, which underlines the state of today's video games market. People are buying sequels because of their familiarity and original titles are falling by the wayside. While some sequels mentioned are still good games, others are merely additions to the original with nothing much that's new to offer. Sadly, while *G-Police: Weapons of Justice* is an OK game, it falls into the latter category.





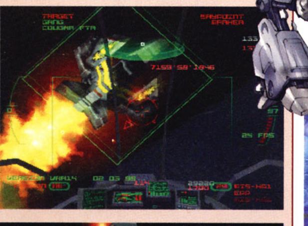




You have a choice of secondary weapons to use in the levels. This is the guided missile that homes-in on targeted craft.

THE WEAPONS OF JUSTICE

G-Police: Weapons of Justice has five air and land vehicles with which you must stamp out the gang presence in Castillo, the town you're patrolling. The first is the Havoc helicopter which is the standard *G-Police* issue, but you soon progress on to others. Venom is a super version of the Havoc, if you like. Raptor is an all-terrain heavy weapons mech with limited flight, and there's an armoured car called the Rhino, too. The fifth and final craft is the one you should all be aiming to get. Corsair is the marines' own craft specially designed for space combat. But it takes some getting.





The green square indicates an enemy that's been locked on to. Fire!

ETCH-A-SKETCH

Sadly, the draw distance in *G-Police: Weapons of Justice* is still quite bad – as it was in the first one. But the programmers have now added a new feature that lets you see which buildings are coming. The outlines of structures, roads or bridges are sketched into a wire-frame model and the rest of the textures and detail are mapped on when you get nearer the building in question. It saves unnecessary crashes, anyway.

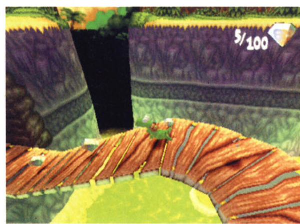


Look closely and you'll see the green wire-frame outlines of the buildings before the actual detail is drawn on.

TIME FOR JUSTICE

Next month we're anticipating a fully finished review version for you to browse through. Hopefully our initial problems with the title will have been quashed and the huge potential released. Then again...


THE LEGEND OF
ZELDA
LINK'S AWAKENING
DX
GAME BOY COLOR
Nintendo
Link's fate
lies in
your hands



80% COMPLETE

PlayStation PC CD ROM

3D PLATFORM | BY ARGONAUT
JUNE RELEASE | 1 PLAYER

- PS, SATURN AND PC PREDECESSOR AVAILABLE
- DREAMCAST VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY FOX INTERACTIVE TEL 01753 549442

With the original still riding high in the Platinum Top Ten, Fox treat us to a first look at the all-new sequel. Rejoice Gobbo fans!



It looks like a kids' game on the surface, something for the younger generation of games players. But Argonaut are keen to point out that *Croc 2* has all the gameplay hallmarks that make it appeal to the slightly more hardcore PlayStation owners. On the face of it, they may be right. It's good fun to play and has some tricky elements, too. Even at this early stage of proceedings, we'd say this game is perfect for use with the analogue pads. There is still a way to go before the game is finished, but we were quite impressed by *Croc 2*.

CROC MOBILE

The style of the levels in *Croc 2* has changed, somewhat. The bulk of the stages are still platform-based, but occasionally you'll get a driving or water-based stage. Boats, planes, hang-gliders and cars are alternative modes of transport for *Croc* – other than his feet. You'll also get underwater stages, like a sunken shipwreck, just to add a little variety to the proceedings.





Look out for cracks in the ice, as they can be smashed to reveal secret sub-levels and mini-games.



If you're stuck for somewhere to go on normal platforms, don't forget you can use ledges like this as monkey bars.



Bang any gong you come across and you'll restart from that point whenever you die.

DOUBLE SOMERSAULT INTO PIKE

Croc has also undergone a workout, because he now has a few new moves to help him get through the harder-to-reach stages of the game. The butt stomp move is the same but by pressing the Jump button three times and holding it down, Croc bounces back up to almost double the height of a normal jump. Hitting R1 and L1 as Croc is running causes him to perform a running double somersault, which is good for getting across the longer gaps and caverns.



Run once the laser has stopped.

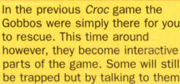


Use the somersault jump here.

SHUT YOUR GOBBO



In the previous *Croc* game the Gobbos were simply there for you to rescue. This time around however, they become interactive parts of the game. Some will still be trapped but by talking to them they'll give you clues and hints about how to get them out, or to finish a particular area. The chances are that wherever a Gobbo is standing, some form of secret or bonus item will be near.

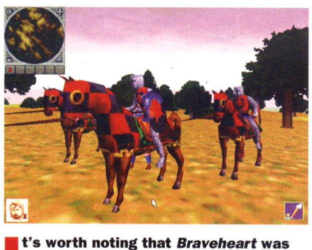




The analogue stick makes Croc much easier to control.

SEE YOU LATER, ALLIGATOR

We were pleasantly surprised by this sequel, having expected a pretty similar game to the first. However, even at this early stage, *Croc 2* looks to have lots of good gameplay aspects and nice looking stages. The full review is next month.



65% COMPLETE
PC CD ROM

RTS MANAGEMENT	BY RED LEMON
JULY RELEASE	1-8 PLAYERS

- NO OTHER VERSIONS AVAILABLE
- PC SEQUEL ALREADY PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS

0181 636 3000

Travel back in time and slash your way around the battlegrounds of Scotland as *Braveheart* storms on to your PC. It's even got Mel…

BRAVEHEART

It's worth noting that *Braveheart* was not the original intention of this game. Red Lemon started programming the game under the guise of *Tartan Army*, but then the movie licence came along and the marriage of the two was instant. The game now benefits from new dialogue by Angus McFayden, who played Robert the Bruce in the film, as well as full-motion video excerpts from the film and original speech and dialogue. All in all, it's a huge package, but whether the two main gameplay aspects of the title – the real-time strategy 3D section and the town management part – can successfully merge into one game, is the biggest task facing Red Lemon.

CLAN DIGGER

You begin a game by choosing a clan to control and then assigning a leader to rally and order the troops. You can choose from all the major leader figures from the film, William Wallace included, but the better they are the more points they cost. At the recruitment stage of clan building, you have a certain amount of points that can be exchanged for either soldiers, cavalry or scouts, for example. There are 15 types of weapon to deploy to various troops, too. This then goes into the 3D real-time strategy section, where basically it's 'last man standing wins'. Multiple corpses, buckets of blood and lots of clanking swords is the order of the day.

The clan leaders are ranked in various skills, and even their fame rating!



Protect your leader in the battles.



Set your troops into formations.





Dead bodies litter the field.

You fight during the night, too.





All town management can be automatically set.

Scouts check unknown areas.



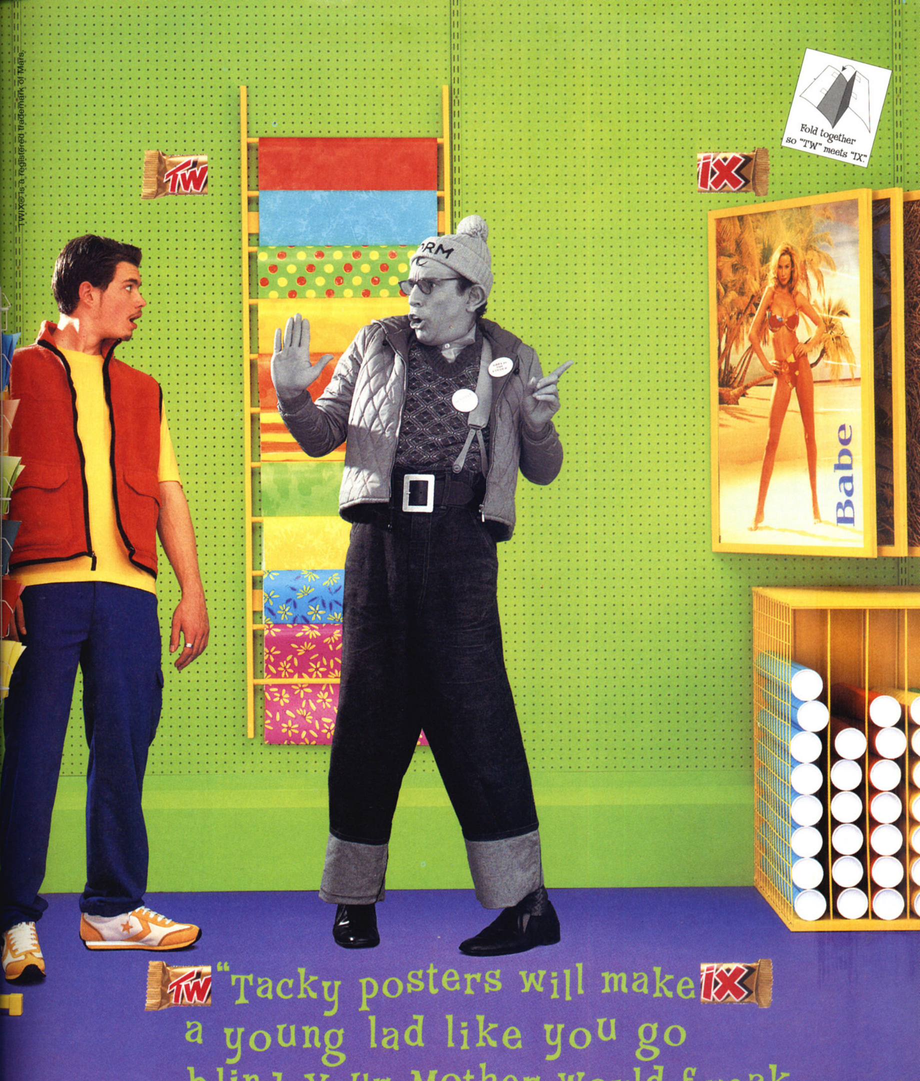
This is where you manage your town, see what you're trading etc.

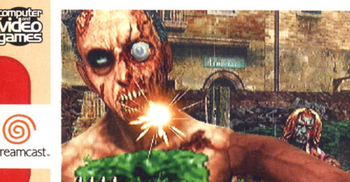
AYR TO THE THRONE

The other half of the game, aside from the fighting, is your town management. Once you have your base, you can then start various money-earning schemes to build up power and numbers. Trade links are set up with the neighbouring town where you sell your goods, and you can also see friendly and enemy towns nearby, which are shown by different colour schemes. You can send in your troops to another village to try and take it over or make their leader join you. The more leaders you have, the more armies you can control and the stronger your troops become. You can also ambush other trade vehicles, or send in spies to snoop around places of interest.

CHECK HIM OUT

This is the first time we've seen a working version of *Braveheart*, and it looks to have huge potential. We should receive a playable copy very soon, and we'll be keeping you informed on its progress.

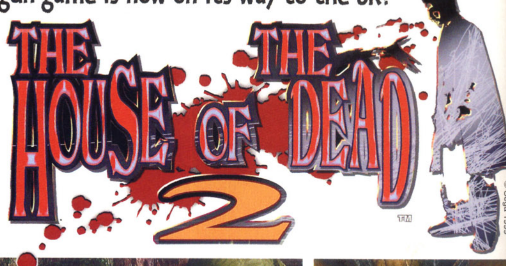

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so "TW" meets "IX."
NORM
Babe
TW "Tacky posters will make IX
a young lad like you go
blind. Your Mother would freak
if she knew, stay away from
them or else," ordered Norm.



100% COMPLETE | Dreamcast | GUN GAME | BY AM 1 | OUT NOW (JAPAN) | 1-2 PLAYERS

- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL IMPORTER

One of the hottest arcade games is already playing in Japanese homes. This incredible horror gun game is now on its way to the UK!



With Sega's AM 2 department being kings of the gun game – thanks to their fantastic *Virtua Cop* series – it was quite a surprise to find what a great job AM 1 did with their own game, *House Of The Dead*, a few years ago. Arcades are only just getting the excellent sequel now, but a perfect Dreamcast translation is already on sale in Japan. Because Sega's Naomi arcade hardware is nearly identical to their new home console, converting games pixel-for-pixel takes no time at all, as *House Of The Dead 2*'s almost simultaneous arcade/home release proves. Here's a quick look at the Dreamcast version – we'll have a bigger feature next month when we've played it a whole lot more!

HE'S GOT A SHOOTER!

The Dreamcast gun was released at the same time as *House Of The Dead 2* in Japan and is quite different from anything we've used before. It's smaller than most light guns for a start, plus it has space in the top for a Visual Memory unit. Just underneath this is a D-pad for negotiating menu screens with your thumb, complete with small B and Start buttons. The trigger is very responsive and the gun works very well with the game, even if it does look like a prop from *Buck Rogers* rather than something a cool zombie-killing dude would use.





Creatures jump out at you without warning all the time – this isn't for the faint-hearted!

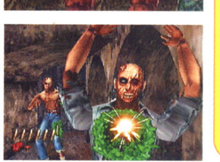


Rescuing civilians from the zombies leads you down different routes through the game, and can earn you extra lives like this.

DREAMCLASS

House Of The Dead 2 looks fantastic in the arcades – not only are all the creatures extremely detailed and well animated, but the scenery is a lot more impressive than in the first game. Much of the action is set outdoors, using large buildings, long streets and big, open courtyards rather than the claustrophobic corridors and dark rooms of the first game. Every bit of the arcade game is perfectly realised in the Dreamcast version – in fact, the few textures that looked a bit blocky in the arcade have been tidied up for Dreamcast. It's more than perfect!





Even rotting zombies love a quick boogie to The Village People's *YMCA*.



These guys carry two chainsaws and keep going with half a head!



NO-ONE LEAVES HERE ALIVE!

We've not had the chance to play *House Of The Dead 2* as much as we'd like, but we'll be getting stuck right in to give you a better look next issue. See you then!


TAMARA WANTS TO HATE HERSELF
FOR LOVING HIM. All Keith wants
is a spanking gorgeous Pot Noodle
Pot Noodle Snack
CHICKEN & MUSHR
FLAVOUR
Pot Noodle Snack
'POT' AND 'POT NOODLE' ARE REGISTERED TRADE MARKS OF KNORR NAEHRMITTEL AG



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V-RALLY 2

MORE BAD-ASS DRIVING ACTION

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ISSUE No. 211
OUT MAY 12TH 1999



BACK ISSUES!









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Hot New Games for '99, starring Metal Gear Solid! The best games of 1998 on leading formats. Tomb Raider 3 review. First extensive playtest of Zelda 64. Plus around 100 other games in a packed issue!



Soul Reaver playtest! First look at Virtua Fighter 3tb, The Dreamcast laid bare. The ultimate Tomb Raider 3 player's guide, and the first part of our colossal Zelda guide. South Park, R4, Rollcage, and more!



World's first review of futuristic racer Rollcage; a closer look at Sonic Adventure; preview of Castlevania 64. Plus, first look at Driver, more Metal Gear Solid and top strategy games.



The incredible Ridge Racer Type 4 busted wide open. First proper UK coverage of Final Fantasy VIII. Stunning coverage of Sega Rally 2 on Dreamcast. Also first news on PlayStation 2 – a collector's item for sure!

EARLIER ISSUES ALSO AVAILABLE!

Dear Newsy,
You know I don't have to come to your shop to buy my favourite games magazine. But I promise I will if you can be bothered to reserve it for me. It's such an easy thing to do, I'm sure. Come on, it can't be that hard now can it? No. Sort it out then.
Sanks smate.

NAME ....

ADDRESS ....

....

SIGNED .... DATE ....



CHECKPOINT

This month's events and software releases at a glance. **April – May**

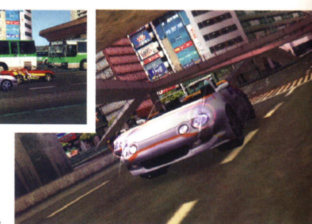
With E3 looming the games industry takes a break over Easter. Roll on summer, that's what we say!

As the console market slows down over the next couple of months, some huge PC titles are about to hit the shelves. *Ridge Racer Type 4* is definitely the biggest PlayStation title around at the moment but PC owners are spoilt for choice with *Commandos: Beyond The Call Of Duty*, *TA: Kingdoms*, *Warzone 2100* and *Grand Theft Auto: London*, to name but a few. But it's still a slow month all round, so make sure you purchase wisely, friends.

E3

12-15 May
Los Angeles, USA

Sun, sea, sand and... er... s-video games. All taking place in a manic four-day show that makes all those who attend incredibly sweaty, and all those that can't become very jealous. Still, huge Dreamcast and PlayStation 2 presence is expected and maybe Nintendo's new machine too? Can't wait!



Bizarre Creations' *Metropolis* should be playable.

APR-MAY SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH HMV

KEY: RED These games are hot · BLUE These are not

GAME NAME	FORMAT
1 April 1999	
Gex: Deep Cover Gecko (Eidos)	PlayStation
Commandos: Beyond The Call Of Duty (Eidos)	PC CD-ROM
Darkstalkers 3 (Virgin)	PlayStation
Moto Racer: Platinum (EA)	PlayStation
Need For Speed: Road Challenge (EA)	PlayStation
2 April	
Redline (EA)	PC CD-ROM
Racing Simulation: Monaco GP (Ubi Soft)	Nintendo 64
Bust-a-Move 4 (Acclaim)	PlayStation/GB Color
Battleships (Take 2)	Game Boy Color
Dungeon Warrior (Infogrames)	Game Boy Color
Rush 2 (GT)	Nintendo 64
Heavy Gear 2 (Activision)	PC CD-ROM
Looney Tunes (Infogrames)	Game Boy Color
Big Air (EA)	PlayStation
Sports Car GT (EA)	PC CD-ROM/PlayStation
O.D.T. (Psygnosis)	Nintendo 64
Three Lions (Take 2)	Game Boy Color
TOCA 2: Touring Car (Codemasters)	PC CD-ROM
Triple Play 2000 (EA)	PlayStation
V-Rally (Infogrames)	PC CD-ROM/GB Color
7 April	
Grand Theft Auto: London (Take 2)	PlayStation
9 April	
Civilisation II (Activision)	PlayStation
Beetle Adventure Racing (EA)	Nintendo 64
Bloodlines (Sony)	PlayStation
FA Soccer Manager (Eidos)	PlayStation
Live Wire! (SCi)	Game Boy Color
Puma Street Soccer (Infogrames)	PlayStation
16 April	
Ridge Racer Type 4 (Sony) (RED)	PlayStation
A Bug's Life (Disney)	Game Boy Color
Championship Manager 2: Sold Out (Eidos)	PC CD-ROM
Pr 18 World Tour Golf (Psygnosis)	PC CD-ROM
Racing Simulation: Monaco GP (Ubi Soft)	PlayStation
Street Sk8er (EA)	PlayStation
23 April	
Centipede (Take 2)	Game Boy Color
Monkey Hero (Take 2)	PlayStation
Klustar (Take 2)	Game Boy Color
Street Fighter Collection 2 (Virgin)	PlayStation
30 April	
Marvel Super Heroes vs Street Fighter (Virgin)	PlayStation
Holy Magic Century (Ubi Soft)	Game Boy Color
Bloody Roar 2 (Virgin)	PlayStation
Breakout (Take 2)	Game Boy Color
Street Fighter Alpha 3 (Virgin) (RED)	PlayStation
Puma Street Soccer (Infogrames)	PC CD-ROM
April (no set release)	
Messiah (Interplay)	PC CD-ROM
Grand Theft Auto: London (Take 2)	PC CD-ROM
Black And White (EA) (RED)	PC CD-ROM
Baulders: Tales Of The Sword Coast (Virgin)	PC CD-ROM
Frogger (Take 2)	Game Boy Color
Official Formula One Racing (Eidos)	PC CD-ROM
Requiem (Ubi Soft)	PC CD-ROM
5 May	
Tonic Trouble (Ubi Soft) (BLUE)	Nintendo 64
7 May	
Missile Command (Take 2)	Game Boy Color
Acclaim Sports Soccer (Acclaim)	Nintendo 64
Conkers Pocket Tales (THE Games)	Game Boy Color
Castlevania 64 (Konami)	Nintendo 64
Castrol Superbikes (EA)	PC CD-ROM
WWF: Attitude (Acclaim)	PlayStation
Duke Nukem: Zero Hour (GT)	Nintendo 64
Rainbow Six (Take 2)	PlayStation/Nintendo 64
Um Jammer Lammy (Sony)	PlayStation
14 May	
Drakan (Psygnosis)	PC CD-ROM
21 May	
Driver (GT)	PC CD-ROM
Lode Runner (Infogrames)	Nintendo 64
28 May	
Prince Naseem Boxing (Codemasters)	PlayStation
Le Mans 24 Hour (Infogrames)	PlayStation
Quake 2 (Activision)	Nintendo 64/PlayStation
May (no set release)	
World Cup Cricket (EA)	PC CD-ROM

GAME NAME	FORMAT
Warzone 2100 (Eidos)	PC CD-ROM
All Star Baseball 2000 (Acclaim)	Nintendo 64
TA: Kingdoms (GT)	PC CD-ROM
Street Wars (Infogrames)	PC CD-ROM
South Park Screensaver 2 (Telstar)	PC CD-ROM
Soul Reaver (Eidos)	PlayStation/PC CD-ROM
MechWarrior 3 (Activision)	PC CD-ROM
Interstate '82 (Activision)	PC CD-ROM
Joe Blow (Telstar)	PC CD-ROM
Age Of Empires (Microsoft)	Mac
All Star Tennis 2 (Ubi Soft)	Nintendo 64
Battlezone 2 (Activision)	PC CD-ROM
Daikatana (Eidos)	PC CD-ROM
Descent 3 (Interplay)	PC CD-ROM

WINNERS! WINNERS!

ROLLCAGE

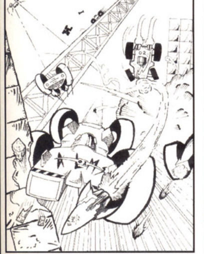
What a poor competition this was. We struggled through the entries, which were of an unusually sub-standard effort from the PlayStation masses. However, we did come up with three decent pics and here are the winners. **Jon One** of **Northumberland**; **Tim Vaulter** from **Crookes** in **Sheffield**; and **Chris Holmes** from **Bilton Grange, Hull**. Well done all. The games will be with you shortly.

MARIO PARTY

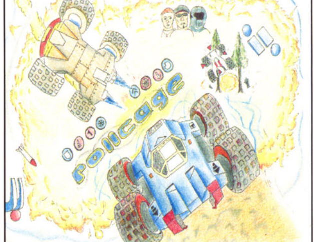
The task set before you was to name something you would give to Mario if you went to his party. We had loads of moustache clippers, new dungarees or a Dreamcast, but the three winners who came up with something a little different were **Adam Thomson** from **Dunfirmline**; **G. McNeil** of **Birmingham**; and **Richard Phillips** of **Solihull**, **West Midlands**. Congratulations to you all, expect a lovely great package any time soon. That is providing the game has been released, of course.

RESIDENT EVIL 2

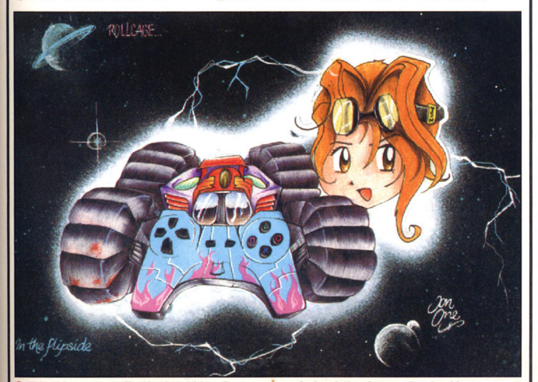
As any fans of the game will know, the corporation that conducts the secret experiments in the game are, of course, UMBRELLA. The three winners we plucked from the hat were **Daniel Watson** of **Derbyshire**; **Michael Tsang** from **Port Talbot, West Glamorgan**; and **Matthew Lynch** of **Middlesbrough.** Top of the morning to ya!



A pic by Chris Holmes...



And another from Tim Vautier. Both winners.



But this was easily the best. Jon One, you are indeed the One and only. Oh yes.

WIN!

KEVIN KEEGAN COMPO WINNERS!

Our back page feature about the man who would become the temporary England manager prompted a flood of entries to win yourself some goodies, signed by the man himself. Anyway, the question was simply: Tell us which programme he starred on in which he famously fell from a bike? And the answer is: 'Superstars'. The five lucky winners are Daniel Stobbs of Southend-on-Sea; Katie McClymont from Ely, Cardiff; David Ravenscroft from Gorton, Manchester; Mike Counter of Truro, Cornwall; and Martin Grange of Hackney, London. Well done all.

WIN SOME MORE

So impressed were we with the amount of entries we received for the *Championship Manager 3* competition in Checkpoint a couple of months back, that we've managed to blag another five copies from our friends at Eidos. So if you weren't one of the original winners to the competition, then you can rejoice at this second coming. And to win one, all you have to do is answer another ridiculously simple question.

Who was Arsene Wenger manager of before he joined Arsenal?
a) Monaco
b) Grampus 8
c) Lens

It's a little tougher than before, but nevertheless we wanted to test your football knowledge to the max. Anyway, send your answers to the usual address marked with **THE WENGERBUS IS COMING, AND EVERYBODY'S JUMPING.** Thank you.

Send entries as soon as possible to:

CHECKPOINT #210 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.

SPECIAL THANKS



A very special thank you must go to the people at HMV for helping us out this month by providing all the release dates you see here. Once again, neither CVG nor HMV can be held responsible should the dates appear wrong, as all information is correct at the time of going to press.





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For the past year there's been a crimewave in major American cities, now the criminal element has reached our capital. Yeah baby!

According to trendy glossy magazines London's been a happening city for the past few years. Can't say we've noticed it ourselves, but then again we've been spending far too many nights lying face-down in gutters. Anyway here's a game to prove that London is a happening place – actually, make that WAS, because this game's set at the end of the Sixties – a time when the town really was swinging. If you thought that decade was a peaceful time, full of long-haired lovers, mind-expanding drugs and music that was recorded backwards, then think again. It was a time of stealing cars, drug deals, hit-and-runs, drive-by-shootings and breaking the speed limit, or at least it is if you're playing *Grand Theft Auto London*.



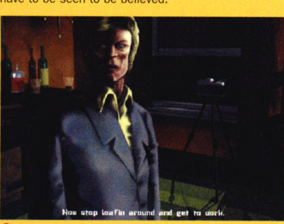




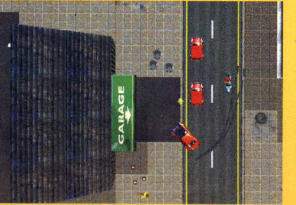
GTA LONDON

THIS IS HARDCORE

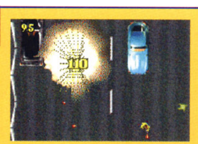
GTA London is an expansion pack for all fans of the original game, and yes, you do need a copy of the original if you want to play it. The game still follows the same simple idea: Contact local gangs, run errands for them to earn money and respect, then be promoted to bigger crimes. The game is built around the idea of stealing cars; different cars are required for different jobs, and they all drive very differently. Not only are there fast cars to steal, but less desirable old bangers, too. Thirty-two new missions have been squeezed into the game, most of which have to be seen to be believed.



A smartly-dressed gangster – or David Bowie?



'Hot cross bun'? Then get to a garage – quick.



Earn points for destroying cars, but don't get too close.



Go drive a 'trouble and fuss' full of German tourists.



You've got lots of 'dibble' on your tail for making a mess.



The game still has the American 'dog and bones' – which is a bit of a shame.





IT'S A LONDON THING

Unlike most driving games, *GTA London* isn't restricted to certain streets – you can drive anywhere in the entire city. The beauty about the game is that not only does it give you a brand new city to drive around, but nearly everything has been reworked to lend the game a London feel. From the streets themselves – you now drive on the left – and the sounds, buildings, music, and of course – cars. The music has been taken from Italian movies of the Sixties and some classic dub by the Upsetters, and is much better than the original game provided you like that sort of thing.

PIE 'N MASH

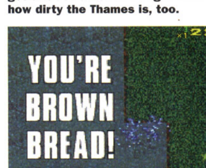
So what of these new cars? Well there's 30 new models, and there are plenty of favourites from the original *GTA*. And as you'd expect, the majority of them are British. The first new car you'll probably spot is a famous black cab, after that the most common are the Mini, Ford Capri (spelt Crapi!), and of course a double decker bus. There's also lots of Land Rovers, Reliant Robins, Morris Minors and E-Type Jags. Keep an eye out for the very fast Aston Martin. There's even a Union Jack-painted Jag in there, the preferred choice of none other than Austin Powers.

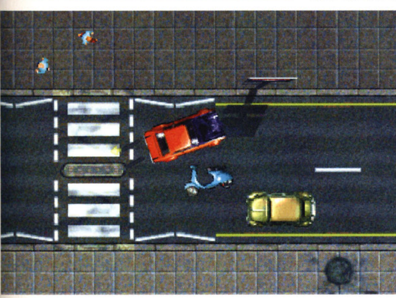
Sadly, the emergency services of police cars, fire engines and ambulances haven't been updated since the original, which means there's usually lots of American police cars chasing you.

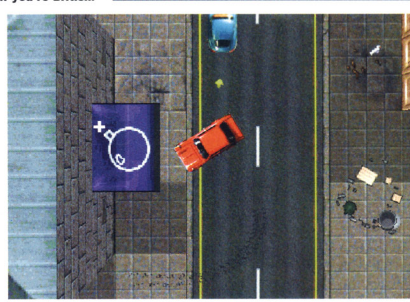


That looks like Austin Powers' car all right, and he's driving over the famous Tower Bridge. How typically quaint, if you're British.

If you drive into water, or are blown up in an explosion you'll get this reworked message. Look how dirty the Thames is, too.







FRANK BUTCHER

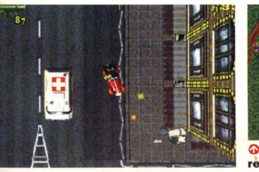
The final icing on the cake to lend the game a London feel are the levels themselves. They'll have you whizzing back-and-forth between Hyde Park, Brixton, Angel and Soho. You'll find yourself stealing cars for bank jobs, being a courier for a hot painting, taking out a gang of mods, and jumping between buildings on a scooter full of drugs. There's also a mission where you steal gold bullion and race off in the back of a bunch of Minis (wonder where that idea came from). Famous landmarks also play a part, from the Tower of London to Westminster, and Buckingham Palace, you'll be dealing with dodgy MPs, royalty and plenty of German tourists, what more could you want?



'Richard the Third'-eye view of Big Ben.



The PlayStation version promises much better 'butcher's hooks' than the original game.





The Hari Krishnas have been replaced by gangs of skinheads.

CVG OPINION

It's not often we'll devote such space to an expansion pack, but *GTA London* is different. So much has been changed that it almost feels like a sequel, and as it's going to be the first expansion pack on the PlayStation, it's kind of historic as well.

As a fan of the original *GTA*, the London theme works better than the American levels, as does the British humour when set in Britain. The music is also more evocative, the levels and the city have been well designed, and the selection of cars is great. Unlike some expansion packs, it doesn't try to reinvent the original game, it just offers more to do, and new missions to complete, and it's well worth getting if you're a fan of the original.

This could have easily been a cash-in on the successful original game, with levels as the only new things on offer. Hang on that's exactly what this is, only with different graphics and sound. Still it's *GTA* and good fun!

ALEX HUHTALA

RATING






Early bird in yer ear, la-di-da whizzing around the Smoke, and hot-cross-bun from the Beechams' has never been as fun, and it's yours for two Ayrtons.
(Translation)
A word in your ear – car stealing around London and being on the run from the police has never been as fun, and it's yours for 20 pounds.



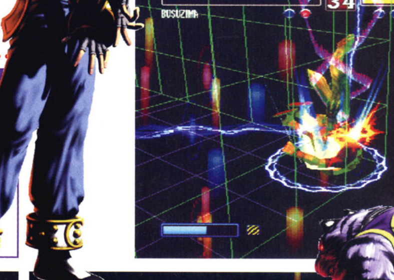
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Cockfights and bear-baiting may not be massively popular these days, but scrapping with animals is just as fun as ever!

BLOODY ROAR 2
-BRINGER OF THE NEW AGE-

Last year's *Bloody Roar* came as a surprise to most people. With an unusual idea and a relatively low profile it still managed to get a lot of attention from both the fighting game hardcore and casual button-bashing fans. Now Hudson Soft have built on the respect they received for the first game with an enhanced graphics engine, new characters and even more insane special moves, while keeping the easy-to-play feel of the original game. Just take a look at the kind of things these fighters get up to!



BEAST WARS

While in Beast mode it's possible to pull off some crazy Super Combo-style moves called Beast Drives, which look amazing and come in handy for finishing off opponents. During these moves, the backgrounds turn into wire-frame outlines and cool tracer effects follow the fighters around the screen. You don't need a guide to figure out how to pull off the Beast Drives either, which makes a change.

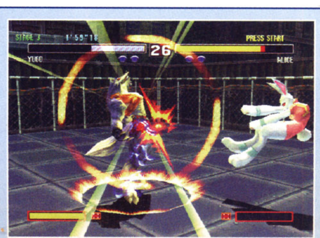


Busuzima picks up his opponent with his long tongue and smashes them into the floor repeatedly.

Uriko the half-beast (she was a hidden fighter in the first game) bounces around as a glowing ball!

I HAVE THE POWER!

Bloody Roar 2's main feature, and what really sets it apart from other fighting games, is the player's ability to turn into a powered-up animal mutant. When the Beast bar is full, a single-button press starts the transformation with a burst of lightning – which can be used as part of a combo, if you time it right. Although most of a character's moves stay the same in Beast mode, they look more impressive and do more damage. Extra combos and attacks also become available.





TEEN WOLF TOO

A gang of new mutants have joined the *Bloody Roar* gang, each with their own freaky beast powers. A few of the weaker characters from the first game have disappeared for good, but the new guys are certainly competent enough to ensure they won't be missed. There's Stun the insect, Marvel the leopard, Busuzima the chameleon (a very strange, lanky fighter) and Jenny the bat-girl, who has some great vampire-style biting attacks.



Stun becomes a freaky-winged-insect-beast.



Jenny uses her bat wings to fly around the ring.



Gado, the lion dude from the first game is a hidden fighter, as is ShenLong, a powered-up Long.



Busuzima transforms into a chameleon and can use his extra-long tongue to throw enemies around!







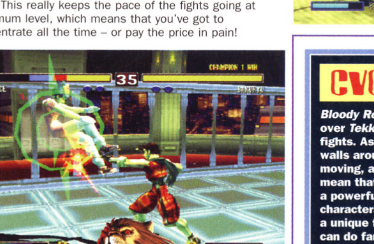


Even in human form Busuzima is a very strange looking fighter.

ACTION MANIMAL

The thing that makes *Bloody Roar 2* so fun right from the start is the easy-to-use control method. The four main buttons are simply Punch, Kick, Throw and Beast, and one of the shoulder buttons makes you Guard. Each fighter has loads of combos which can be strung together easily with the Punch, Kick and Beast buttons, and it's not hard to keep hitting enemies in the air for juggle combos.

Pressing Punch and Kick together at any one time lets you recover into a standing position, whether you happen to be in the air, smashing against a wall or falling to the floor. This really keeps the pace of the fights going at maximum level, which means that you've got to concentrate all the time – or pay the price in pain!



CVG OPINION

***Bloody Roar 2* certainly has some points over *Tekken 3* – for one, the speed of the fights. As with Sega's *Fighting Vipers*, the walls around the arenas keep the action moving, and simple button-push recoveries mean that it's possible to come back from a powerful combo almost instantly. The characters are very strong – everyone has a unique fighting style and look and all can do fantastic moves. Figuring out combos is also fun, but it's still possible for someone to fluke something cool, as with the *Tekken* series. While *Bloody Roar 2* isn't something that will change the face of video games, it will certainly keep fighting fans happy. And for those who aren't so enthusiastic about fighting games, *Bloody Roar 2* is original enough to draw them into regular two-player fights.**

ED LOMAS

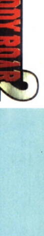
RATING







A great follow-up. Loads of cool features, crazy characters and non-stop action make Bloody Roar 2 one of the best fighters on PlayStation.



NINTENDO 64	PARTY GAME	BY HUDSONSOFT	• PRICE £44.99 • IMPORT VERSIONS AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 128MB CART • RELEASED BY THE GAMES TEL 01703 653377
	OUT NOW	1-4 PLAYERS	

It's party time in Nintendo land, and Mario's hosting the biggest beano you've ever seen! You're all invited – don't forget your joypad!

MARIO PARTY

Video games are slowly taking over the world. Old forms of entertainment are gradually being phased out by less tiring virtual renditions – sports, driving, meeting people, killing things, and even playing a good old board game can now be enjoyed without any cumbersome real-life objects. *Mario Party* aims to use the Nintendo 64 to give players features they could only dream of in the days of folded boards and plastic dice – all the classic luck, skill and friend-beating deviousness plus bonus games and special rewards to collect. Par-teeee!

FOR 1-4 PLAYERS AGE 5 AND UP

The main way to play *Mario Party* is with a group of friends (up to four of you can play at once, otherwise computer-controlled virtual chums join in) on one of the six different boards. Players take it in turns to roll the dice then move around the board, collecting or losing coins, depending on which space they land. The general aim of the game is to collect Power Stars from Toad by landing on his space and handing over 20 coins, or by stealing them from other players. As well as the regular board game bits and pieces, there are bonus spaces with special features and mini-games included.



The first thing you do when you start a game is stop the spinning number roulette to find out in what order you'll play. Just jump, smash the box and hope for the best!

MANY, MANY MINI-GAMES

BAN THE BOB-OMB!

After each turn, when everyone has moved, a four-player Mini-Game starts up. Some of these involve all four players competing against one another, while others are two-on-two or three-on-one, depending on what colour space everyone is currently sitting. The 40-odd games vary in style and quality, but some can be great fun as all four players scramble for coins. Here are a few examples...

SHY GUY SAYS



Press A or B to raise the same colour flag as Shy Guy. Get it wrong and you're out!

CRANE GAME



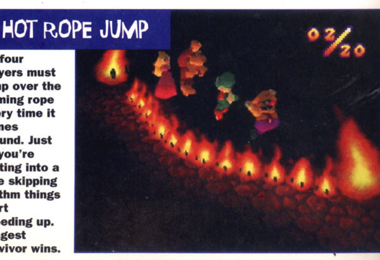
One player lowers themself into a room where the other three players are sleeping. The idea is to pick up the goodies and put them in the pipe, or steal from rival players.

TIPSY TOURNEY



Each player stands in a big tray which they must tilt so that a red shell slides around, removing every panel it touches. The first player to clear the image wins bonus coins!

HOT ROPE JUMP

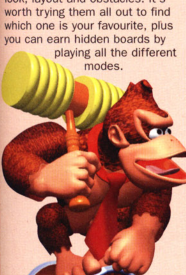


All four players must jump over the flaming rope every time it comes around. Just as you're getting into a nice skipping rhythm things start speeding up. Longest survivor wins.




BOARD STUPID

Six adventure boards are available from the start of the game, each one with its own look, layout and obstacles. It's worth trying them all out to find which one is your favourite, plus you can earn hidden boards by playing all the different modes.





MARIO'S RAINBOW CASTLE
This floating board is an unusual one. There's only one route you can go, but things change when someone gets to the castle.




DK'S JUNGLE ADVENTURE
Walking slabs block pathways around the jungle, and will only move if you hand over 10 coins. Watch out for rolling boulders!

PEACH'S BIRTHDAY CAKE
Playing on a giant cake, players can plant special seeds which steal stars from anyone landing on them!



YOSHI'S TROPICAL ISLAND
Hop around the various islands, but you'll have to pay the Thwomps if you want to go across the bridges.



WARIO'S BATTLE CANYON
A number of platforms linked by cannons which fire you to a random space. Fly Guy can carry players around, too.



LUIGI'S ENGINE ROOM
Massive doors block certain routes around the board, but the settings change after each round.

WELCOME TO MUSHROOM VILLAGE

The main menu is known as Mushroom Village, and has a number of locations you can visit. Everything is presented in 3D and looks great – it even manages to make option menus fun!

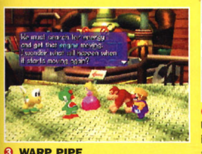




1 MINI-GAME ISLAND
Take the raft to Mini-Game Island and play each game to collect coins. See if you can make it through the games first time.



2 OPTION HOUSE
You start with a few options, but you can use coins to buy more. This parrot is like a sound test!



3 WARP PIPE
Jump down the pipe in the middle to begin a full game on one of the Adventure Boards.



4 MUSHROOM BANK
A safe in the bank holds all the coins and items you've collected while playing the different game modes.



5 MUSHROOM SHOP
Use your collected coins to buy extra items for the board games. There are special blocks to give you more moves, and extras for the option menus, like a record of the background music and a parrot who mimics the other characters!

CVG OPINION

Mario Party**'s been put together very nicely, with some excellent little touches – the whole Mushroom Village option menus is great, and the coin-collecting sub-game adds a lot to the lifespan of what could have been a very small game. Still, the only way to play *Mario Party* is with three other people when you've set aside a few hours, just as you would a real board game. It's good fun for a while, as the stealing-coins-and-stars action can get quite competitive, and trying out the Mini-Games is a laugh. You're not likely to want to play too often (which may mean that renting would be a better idea than buying), but like all party games, it's a nice thing to have in case of a rainy day. Playing on your own to earn extra bits and pieces is a bit dull, but it passes the time. Overall, *Mario Party* is a bit of a novelty, but if you often get groups of friends together for gaming sessions it's something worth having.**

ED LOMAS

RATING

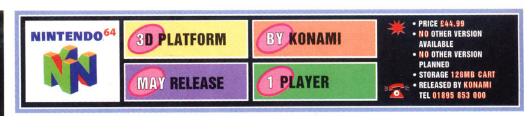





An entertaining virtual board game with knobs on. Plenty of fun for all the family, but not something you could play every day.







Spanning a decade and gracing countless consoles, the *Castlevania* series continues, for the first time in blood-sucking 3D.

Castlevania

Past famous video games and their characters have reappeared in recent years in order to try and win a new audience. But one huge obstacle stands in their way – the third dimension. Mario and Sonic have faired well with their new-found freedom, but Bomberman... ask yourself where he is now. *Castlevania* is the latest in a long line of classic game series to try and make the break into this still relatively new territory. But will the game reach the same heights as the PlayStation's finest 2D hour – *Castlevania: Symphony of the Night*?



The first boss you'll encounter is an abnormally large skeleton.

BLOOD SIMPLE

The story of *Castlevania* is simple. Somewhere in Valakia, Count Dracula's castle makes an appearance every 100 years whereupon the Count unleashes terror. The Belmont family has been battling Dracula for, well, as long as *Castlevania* games have existed. In this installment, it's Reinhard Schneider's turn (second cousin, twice removed) to defeat death, demons and the Count in his castle. But there's also Carrie Fernandez, a mysterious girl whose ancestors seem oddly connected to Dracula, too. You can play the game as both characters, and it's worth your while as there are some stages which can only be played by either one.



Carrie might not have a whip, but she's magic.



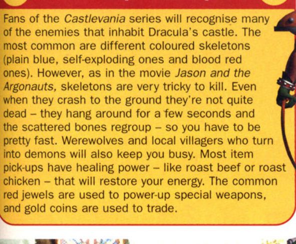
***Symphony of the Night* featured a librarian who would trade items with you. This *Castlevania* features Renon the ghost salesman. Find him and you can buy potions and food.**



THE EXORCIST

Reinhard, in pure *Castlevania* tradition is armed with a long-reaching whip. The whip automatically locks on to the enemy, which is useful, as they all follow you. He also has a sword for close combat. The sword is not as powerful but in certain stages will be the only weapon you have. There are also special weapons that can be collected when you kill enemies. These can be a knife, axe, holy water or a cross – all of which you throw at the enemy. Unfortunately, you can keep only one special weapon at a time, so choose wisely.

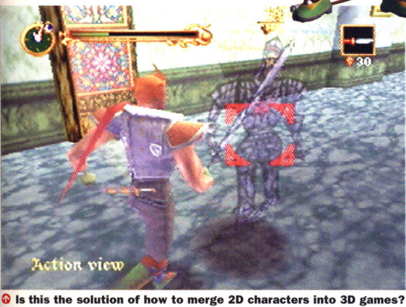




DEAD AND LOVING IT

Fans of the *Castlevania* series will recognise many of the enemies that inhabit Dracula's castle. The most common are different coloured skeletons (plain blue, self-exploding ones and blood red ones). However, as in the movie *Jason and the Argonauts,* skeletons are very tricky to kill. Even when they crash to the ground they're not quite dead – they hang around for a few seconds and the scattered bones regroup – so you have to be pretty fast. Werewolves and local villagers who turn into demons will also keep you busy. Most item pick-ups have healing power – like roast beef or roast chicken – that will restore your energy. The common red jewels are used to power-up special weapons, and gold coins are used to trade.

What's wrong, haven't you seen a skeleton riding a motorbike before? Don't worry, there's lots of them in this game and plenty of other weird sights.



Is this the solution of how to merge 2D characters into 3D games?

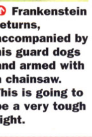




Be careful in these tunnels as the dangerous spiderwomen like to lurk in dark corners and attack in groups. Keep that whip at the ready.







Frankenstein returns, accompanied by his guard dogs and armed with a chainsaw. This is going to be a very tough fight.

No wonder he only wants to show his face every 100 years!



They offer help, but beware the villager with no refelction.

IS THAT THE TIME?

A first for a *Castlevania* game is the way the time of day changes. As day progresses into night, different enemies appear, like vampires for example. The time of day also plays an important part in solving puzzles and discovering secrets, as some places can only be reached during the night. This adds to the gameplay as you'll spend days trying to discover everything. There are lots of puzzles, but *Castlevania* is mainly a platform game, with some annoyingly difficult platforms, at that.

CVG OPINION

We've had our doubts about *Castlevania*, especially after playing *Symphony of the Night*. But having had several peeks at the game over the past year, we couldn't wait to get our hands on it. The transformation into 3D works well. All the usual features that make the *Castlevania* series so great, like enemies, graphics, and music, are all present. The negative points are probably only going to affect players who have stuck with the series through the years, such as getting used to the combat method and the fact that enemies can appear anywhere around you. This can be tricky at first. The other usual problems found in 3D games are also present here, like the camera positions and judging distances between platforms. Mainly though, *Castlevania* offers a good game. It's darker than most found on the Nintendo 64 but worth checking out.

ALEX HUHTALA

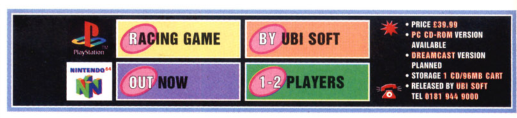
RATING





While not jaw-dropping or innovative, Castlevania survives the transition to 3D and offers a challenging game.





The Formula 1 season is underway and the most famous grand prix of all is approaching. Get there early with Ubi Soft's latest racer!

MONACO GRAND PRIX racing simulation

Now Psygnosis have lost their monopoly on console Formula 1 games because of a poor 1998 update, the season has started without a guaranteed big seller. There are a few games out there, battling to pick up those hungry for some virtual racing action, and Ubi Soft's is in pole position. *Racing Simulation Monaco Grand Prix* has been out on the PC for a while, but these console versions do away with many of the detailed simulation features to make it easier for everyone to turn on and race at crazy speeds. On PC it's one of the best, but do the arcade-style console versions match up?

AND! THERE! HE! GOES!

Ubi Soft don't have the official FIA licence, so they can't use all the genuine drivers and teams. Instead they've used strangely distorted versions of the real-life pros – Darin Mill (Damon Hill) and Zander Burts (Alexander Wurtz), for example. You can edit the names if you want, and you can even create your own team and drivers.



Not having the real cars and drivers is a shame, but you can edit them all if it upsets you. Anyway, we think it's quite funny to race against the Canadian racing hero Jim Vanteeve.





CVG OPINION

The PlayStation version of *Racing Simulation Monaco Grand Prix* looks very bad – that's the first thing you should know. The in-game graphics are basic and messy, and the presentation screens are badly laid out. The Nintendo 64 version looks considerably better in still pictures, but unfortunately suffers from the common fuzziness and jerkiness of Nintendo 64 racing games. There's also very little in the way of game features – the car set-up options are minimal and the Arcade Mode is as simple as they come. The car handling saves the game from being a complete disaster – it's fast, and at times it's fun, but it doesn't have the feeling of a Formula 1 supercar. Braking hard, then turning and accelerating into corners doesn't work as it should, which is a shame because that's where most of the excitement of Formula 1 games lies – pushing the car to the absolute limit and just about hanging on. With Psygnosis' *Formula 1 '97* on PlayStation, and some great driving games on Nintendo 64, *Racing Simulation Monaco Grand Prix* is going to struggle.

ED LOMAS

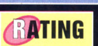
SPOT THE SIMILARITY

The PlayStation and Nintendo 64 versions of the game vary greatly. In fact, they're hardly the same game at all, except for the driver names and courses. As well as having more options (nothing ground-breaking, but the kind of standard features you'd expect from a racing game), the Nintendo 64 version also has a lot more graphical detail. The courses and cars look better, but the frame rate and resolution have suffered slightly. Basically, if you've got both consoles, go for the Nintendo 64 version of the game.



The Nintendo 64 version of the game is much better than that of the PlayStation.

RATING





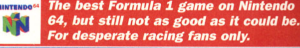


A scruffy product with some top-quality rivals already in place. There's not enough in there to make it worthwhile.

RATING

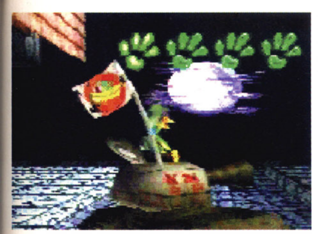




The best Formula 1 game on Nintendo 64, but still not as good as it could be. For desperate racing fans only.





PlayStation

3D PLATFORM	BY CRYSTAL DYNAMICS	• PRICE £39.99 • 3DO, PC, PS, SAT AND N64 VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD • RELEASED BY EIDOS TEL 0181 636 3000
OUT NOW	1 PLAYER	

The lizard with more crap gags than Joe Pasquale is back again to attempt to make a decent platformer on the PlayStation.



Finally, after trying and failing to get it right with Dana Gould (a US comedian we hate) and Leslie Phillips, it seems that we have at last an appropriate person to provide the voice of *Gex* in this latest episode of his game series. Step forward please, Mr Danny John-Jules, better known as Cat from *Red Dwarf*. His voice is not that annoying and certainly fits the character better than any of the others. Now that the speech doesn't have the same effect as nails scraping down a blackboard, we can concentrate on the game, which isn't too bad, as it happens. Read on...

KERB CRAWLING

The amount of pick-ups and collectable items in the game is quite large but the good thing is that they all have an effect on the outcome of the game. The fly coins will give you an extra life when you reach 50 and topping a ton will give you another remote, which you need to enter levels. The more remotes you collect, the more television worlds that will open up for exploration. Find 25 paw coins and you'll add extra bars of energy to the standard four with which you begin. Plus the B coins open up bonus stages. Tail-whipping the TVs will also give you bonus flies, which can give you temporary projectile attacks, energy or extra lives.



↑ *Gex* complete with sombrero and mule.



↓ Gex has a new long-range karate kick.

GECKO OR CHAMELEON?

Gex has a variety of outfits which he jumps into when you enter the various stages. Some of these have no effect, like the winter woollies from the first stage, while others do, like the Jetpack. He also has alternative modes of transport like a snow-board, glider, camel or donkey. These are either required for a specific level, in which case you're unable to get off them, while others are only needed for a small section of a stage, so you have to locate and use the object yourself.

CVG OPINION

Gex games are always strange game to review. Initially, this one is very frustrating. In terms of gameplay elements, there are very few innovative features that make this stand out above the others. With every new version they make, the graphics certainly improve and it gets nearer to the ultimate *Gex* game. But that is still a little way short of becoming a classic. The controls can be frustrating at times, as Gex has to turn a full circle when you change direction while he's running. This also leads to many mistimed jumps and then annoyance. It does take some time to get used to, but once you do, it can be a fairly entertaining game. There's loads to do in each level in terms of objectives and hidden stuff to locate, and the variation on the stages is good too, if a little predictable. It's definitely a game that'll grow on you if you have the patience.

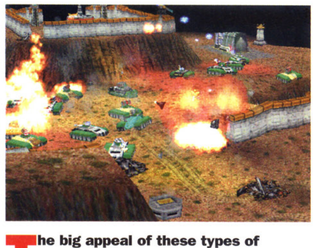
STEVE KEY

RATING





Probably the best you're going to get from the Gex series. Fun in small doses with enough challenge to make you want another quick go.



PC CD ROM	3D REAL-TIME STRATEGY	BY PUMPKIN STUDIOS
	OUT NOW	1-8 PLAYERS

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 2 CDS
- RELEASED BY EIDOS TEL 0181 636 3000

With eyes fixed on the anticipated *Tiberian Sun*, Eidos have released a title to rival anything Westwood plans. Let's go to war...

WARZONE 2100

The big appeal of these types of games is the multiplayer compatibility. Many a long night has been wasted away as your troops of GDI forces battle against your mates' NOD regime. *Warzone 2100* offers you the chance to do all this again, but also allows those without the benefit of modems or LAN networks to sample these delights. Via the one-player skirmish mode, anyone can play against computer-controlled deathmatches that are programmed to use sophisticated Artifical Intelligence! What more reasons do you need to purchase this game?



You'll notice that the green tanks have new wheels and weapons, both of which are the result of researching new artefacts you find.

OIL BEEF HOOKED

As with most real-time strategy titles, the main source of your power and money comes through mining a specific element. In *Warzone 2100*, this element is oil. Once you've located a site to build an Oil Derrick (this usually means destroying an existing enemy site), send in your truck to build your own. Now you have to make a power station to make the Derrick run and before you know it, the cash comes rolling, or trickling in.

New terrains bring new problems.



Turrets need researching before they can be built.



RESEARCH AND DEVELOPMENT

The other key element to *Warzone 2100* is coming up with new technologies that will enhance the fire-power of your troops. Once an enemy camp has been destroyed, it will leave behind a similar flashing beacon to the one which signifies oil – only this time it's an artefact. Send a tank in to pick this up and you'll be able to start researching the new item right away (providing you have a research centre, of course). Weapon upgrades, new structures and even new cyborgs can be made and sent in to battle as one of your own. Get far enough in, and airborne craft can be yours too!

CVG OPINION

I'm always a little sceptical when it comes to real-time strategy games, and whether they can match the success of *Command & Conquer*. But in *Warzone 2100*, I have found a game that has rekindled my faith, because it's brilliant. I'd even go so far to say that although it's not as groundbreaking as *C&C*, it breathes new life into a formula that was in danger of becoming tired and boring. The graphics are fantastic, and the fully-rendered 3D landscapes work tremendously well. The ability to build your own craft once you've researched components, also adds a little variation. But it's very simple to use, which ultimately makes it for me. The various interface screens are easy to follow and use, and before you know it, you have a one hundred-strong army at your beck and call.

STEVE KEY

RATING






Finally, a game that could upstage C&C as the most addictive strategy-based wargame on PC. Warzone 2100 is quite simply, brilliant.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

PC CD ROM | MANAGEMENT | BY CHRIS SAWYER | OUT NOW | 1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY HASBRO TEL 0181 569 1234

If you've ever visited Disneyland or Alton Towers and thought you could design a better theme park, this is the game for you.

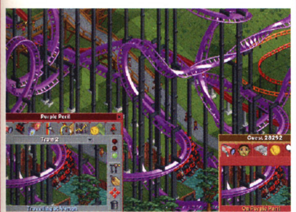
RollerCoaster Tycoon



RollerCoaster Tycoon is one of those games that looks simple, but will eat away hours of your life. And that's because it offers you the chance to do something you've always wanted to do – design your own theme park. Not only do you get to build rollercoasters and other assorted rides, but you employ cleaners and entertainers, and even plant flowers and fry burgers. Doing this well guarantees lots of visitors to your park, and making them part with their cash is your ultimate goal – more money means more rides!

ROLL WITH IT

Building a rollercoaster is a difficult job. Not only do you have to make the ride big and exciting enough to encourage people to ride it, but you've also got to make sure that your design works. For players in a hurry to get their park up-and-running, there are preset rollercoaster designs that are yours at the click of a button, providing you've got enough space and cash. But the real joy of the game is designing your own and there's a wide variety of parts to help you build. It's a bit like having a virtual LEGO set – you can even place on-ride photo systems on to your biggest creations, which is an excellent way of making more money. There's only one snag when it comes to designing a rollercoaster from scratch: If it looks too extreme, or if it makes too many passengers sick, they won't want to ride it again.



The Purple Peril – an ugly looking monster, and it's about to make that kid puke. A good ride!



Rollercoasters that go underground or through trees can make your guests more excited.



If you're really clever you can build two separate rollercoasters in tandem, and make both sets of cars set off together. Very cool.

Runaway minecar rides are really popular. Add theming for lots more excitement.

RIDE IT BABY

Building rollercoasters is really only half the game, because there's plenty of other rides that should be constructed to make the perfect theme park. Old favourites like bumper cars, the haunted house and log flume are all here, plus the incredibly popular go-karts – which are very easy to build. Laying down paths in the park is more important than the rides themselves – without them visitors can't get around. You should also consider building trains, or a monorail to move people around faster. Then there's the all-important stalls, ranging from snacks to maps of the park and souvenirs. Aside from the buildings, you can also use your money to advertise the park, promoting key rides and offering discounts on others. Finally, keep pumping cash into your R&D department – the more money you pay them, the more new rides they'll create, and you know that makes a lot of sense.

CVG OPINION

RollerCoaster Tycoon **is a fun, addictive and challenging game that anyone who's ever ridden a rollercoaster will find a joy to play. It's more enjoyable and detailed than** ***Theme Park*** **– the only game that offers anything similar – but** ***Theme Park is*** **getting on a bit. The real fun comes from building the rides, and you're given a fair amount of freedom that will allow you to conjure up some real crackers. The rides are all bang up-to-date, too. You can even build something very similar to the Oblivion ride at Alton Towers. Scenarios mean the game gets increasingly tougher, and skills you've picked up will have to be employed in new parks to succeed. More than anything though you'll still be playing this in a year's time, not just for the challenge but more importantly – for the fun.** ALEX HUHTALA





A game full of humour, challenge, freedom and lots of fun. Theme Park 2 will have to really impress to beat this.





GOD STRATEGY GAME	BY BULLFROG	• PRICE £39.99 • PC VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD
OUT NOW	1 PLAYER	• RELEASED BY EA TEL 01753 549 442

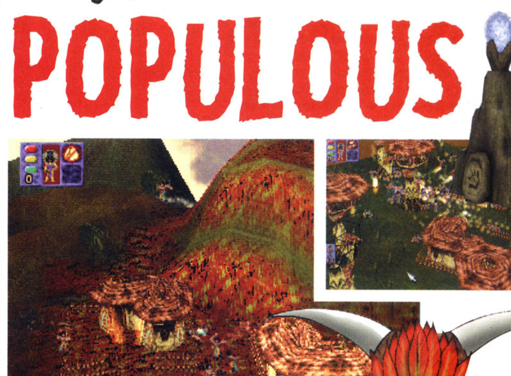
This popular god-playing PC game has now been converted to the PlayStation. Will it be an almighty success or cause a suicidal cult?

POPULOUS

There's a galaxy of planets out there full of primitive people, if only someone could develop these tribes and bring to them civilisation. You're that person. Actually a shaman, to be exact – if you protect them and develop their culture these people will worship you. Being treated as a deity will give you new strengths and powers, as well as magic spells that will help you conquer enemies and move on to the next planet challenge.

GOD BECOMES HER

The shaman is the most powerful character in the game. Her spells can alter the land or attack and destroy enemy tribes. She is also the only character that can be reincarnated. By adoring various artefacts found on the planets, like totem poles, stone heads and obelisks, the shaman becomes more powerful and learns better spells. You start the game with a few basic spells like Thunder Bolt and Swarm Of Insects. As your powers increase, you can create a volcano near the enemy village and watch the huts disappear into the lava. Each enemy tribe you encounter has a vault of knowledge that your shaman can enter and steal information from. These allow you to build a previously unavailable building or a more powerful type of warrior, for example.



Look out for that volcano! Some of the spells can be very nasty, and you have to be clever about where to use them.





Lots happening here. Fire is raining down on this tribe, and their village is being burned to the ground.

EVERYDAY PEOPLE

Braves are your basic tribesmen – not very strong in attack, but capable of building huts and training grounds. Braves can be trained to become warriors, spies or preachers who can convert the enemy into followers by chanting. Braves left in the huts will produce mana – the energy the shaman needs to cast spells. Planets are also inhabited by harmless wildsmen which your shaman can convert into followers with a spell. If any of your tribesmen die they will be reincarnated as wildsmen.

CVG OPINION

Populous **was one of the best games to come out on PC last year and this PlayStation version is pretty good, too. The graphics are simpler and the game plays faster. Some of the fancy effects that made the PC version a joy to watch haven't survived the transition to PlayStation. The game is very simple to learn, easy to play and extremely addictive. The only annoying detail is the 'god/father-figure' voiceover which acts as a running commentary as soon as you've discovered a new spell/building. There isn't a great wealth of strategy games on the PlayStation, so** ***Populous*** **should build up a healthy following.**

ALEX HUHTALA

RATING











Don't let the simple looks put you off. Populous is an easy game to learn and soon becomes challenging and very addictive.

POPULOUS: THE BEGINNING

REVIEW











1-4 PLAYERS

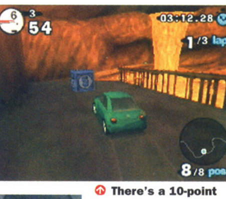
- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128MB CART
- RELEASED BY ELECTRONIC ARTS TEL 01753 549 442

Take brand new Volkswagen Beetles on crazy high-speed, cross-country adventure races. Forget Herbie – these are the real Love Bugs!

BEETLE ADVENTURE RACING

Everyone in the world wants a lovely new Volkswagen Beetle, but not everyone has access to the cash needed to get one for real. Thanks to Paradigm, simulation experts and creators of *Pilotwings 64*, you can now drive one in your own home for a fraction of the real price. And thanks to the magic of video games, you can do a hell of a lot more with your virtual Bug than any real-life show-off owner could ever hope to do. Race around some spectacular courses, take amazing shortcuts, launch yourself far into the air, travel at crazy speeds, and even race against other Beetle drivers in a multi-player collection battle! This is what adventure racing is all about.





There's a 10-point bonus box on a thin ledge across the lava.

The handbrake is very useful for sliding into bonus boxes.

BONUS, DUDE!

While you can treat *Beetle Adventure Racing* as a normal driving game, there's a whole extra part to it. Around each course you'll notice little numbered crates which give you bonus points if you smash through them. And on each course, 100 of these points are on offer, but it'll take a lot of exploring to find them all, and a lot of skill to pick them all up during a race. Collecting 50 or more gives you an extra continue, so it's well worth looking around. You can also collect blue "N" boxes which make your Bug go super-fast for a few seconds.







You can use all sorts of dirty tricks to win Beetle Battles, which is what makes them such fun.

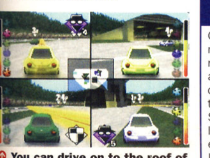
CVG OPINION

It's always nice to have a great little game like this come almost out of nowhere. *Beetle Adventure Racing* may not have much hype or flashiness behind it, but it's got excellent ideas all the way through and is a whole lot of fun to play. The graphics are surprisingly good – the tracks are detailed and solid, and the subtle reflection effect on the cars is very clever (they even reflect bits of passing scenery, such as the hot air balloons at the start!). The Beetles themselves aren't as much fun to drive as you might have hoped, but learning to use the handbrake powerslide properly makes things a lot better. The best part is the track design – each course has masses of alternate routes and shortcuts, some of which you'll find deliberately and others you'll find your way into by accident. This exploration element, the bonus points system and the fun battle mode make *Beetle Adventure Racing* a nifty little number. It could have been even better if the driving itself was a little more enjoyable.

ED LOMAS

BEETLE WARS

On top of a regular two-player racing mode, the Beetle Battle mode lets up to four people play a cool collection race game. Dotted around each of the arenas are little ladybird icons which constantly change colour – the idea is to collect all six colours, then make it to the exit before anyone else. Special crates contain missiles, speed-ups, ladybird-stealing weapons, and even dummy explosive crates. Beetle Battles are a whole load of fun, and with extra options to collect by playing, it gets better as time goes on.



You can drive on to the roof of the hangar in this small battle arena. Perfect control is needed!







Not the most amazing driving game ever, but something a little bit different. It's well worth a go whether you're a Bug lover or not.




COMMANDOS: BEYOND THE CALL OF DUTY

- ARMY SIM
- OUT NOW
- BY PYRO
- 1-5 PLAYERS

Army fever is back! Have your paintball guns at the ready, crawl through the mud, anything... *Commandos* returns for all to drool over! Even though this is just a mission pack, the programmers have included a couple of new moves and weapons. Players can now use pebbles and packets of cigarettes to distract and lure out enemies. There is also a female character from the Dutch resistance whose charm and good looks can be taken advantage of to win over the enemy troops before sticking a knife into their necks.

New guns include a single-shot long-range rifle, chloroform used to suffocate enemies, a club, handcuffs and the most primitive of all: your fists! It's still essentially the same game but the new missions are tougher than before – even with three difficulty settings. The toughness may put some people off, but believe us when we say that regardless of whether you own the original or not, *Commandos: Beyond The Call Of Duty* is still an essential purchase. And it's a standalone version too, so there's no need to buy both. Ahhh, heaven.

STEVE KEY

- PRICE £24.99
- ORIGINAL PC VERSION AVAILABLE
- PC SEQUEL PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 0181 636 3000



Don't use all of the Sniper's bullets in one go as they are useful in the later stages of levels, and can be the key to completing the mission.







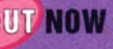
Even without the use of a 3D card, *Commandos* still looks excellent and the attention to detail is second to none. An all-round top game that you should own.



REDLINE



- CORRIDOR



- OUT NOW


- BY ACCOLADE


- 1-8 PLAYERS

Corridor games will always come under close scrutiny at CVG. Considering *Quake* is still our most-played game in the office, and games like *Half-Life* and *Quake 2* have never been uninstalled from our computers. So we know what we like in these sort of games. And while *Redline* isn't 100 percent first-person – you get into vehicles for a start – it's not fair to compare it to those aforementioned classics. But the fact of the matter is that *Redline* is boring, jerky (even on a P200 with a 3Dfx card, which incidentally runs *Quake 2* perfectly) and unimaginative. It took an age to load the first level which turned out to be just an intro. We had to load another bulk in before we could play. It's a shame, because the programmers were obviously trying to add a new dimension to this sort of game. But we reckon it's turned out crap. Never mind.

STEVE KEY

- PRICE £29.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442







There is a much better *Redline*, a thin one, that you should spend your money on instead.






V-RALLY: MULTIPLAYER CHAMPIONSHIP EDITION

- RALLY GAME


- MAY RELEASE


- BY INFOGRAMES
- 1-4 PLAYERS

It's strange that Infogrames have taken so long to release *V-Rally* on the PC, especially when you consider that *Colin McRae* is already available and the sequel is nearing completion on PlayStation and PC. But they did, and you might think that they've put right all the wrongs by now. Err, not quite. The cars still handle in a ridiculous remote control manner and if you use the far camera angle, you can quite easily sail through all the courses without even thinking about it. Graphically, it's impressive but then again so are most of the console to PC port-overs so this, in itself, is nothing special. *V-Rally: Multiplayer Championship Edition* is a good title, but *Colin McRae* is a far better game. So get that instead, or wait for *V-Rally 2*. You know it makes sense.

STEVE KEY




- PRICE £29.99
- PS PREDECESSOR AVAILABLE
- PC AND PLAYSTATION SEQUEL PLANNED
- STORAGE 1 CD
- PUBLISHED BY INFOGRAMES
- TEL 0161 827 8000



You really should wait for the sequel. Or buy *Colin McRae*. Not a difficult decision at all.






UEFA CHAMPIONS LEAGUE

FOOTBALL SIM

OUT NOW

BY SILICON DREAMS

1-4 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EIDOS
- TEL 0181 636 3000

Again, Eidos turn to Silicon Dreams for their latest big football game licence and this time, while the actual Champions League sponsorship may do more than Michael Owen did, the game remains largely the same. It's an improved game engine in that the players look better, but they still run strangely and it still feels a little too sluggish. *Michael Owen's* had this, but still managed to play well. *UEFA* doesn't feel like that much has changed, and you can't help feeling more than a little disappointed by it. As well as having everything that goes with the Champions League – including real-life sponsors, the same television music, Bob Wilson, Brian Moore and Ron Atkinson on the mics – it also has a scenario mode which lets you take over games that appear to have been lost in an attempt to turn them around. You can also pick the previous winners as well, so it's possible to have a Liverpool team from the 1970s against the Manchester United of today. It's definitely worth renting to see what you think, but if you own *Michael Owen's*, this really isn't worth getting.

STEVE KEY



Slot it past the 'keeper into the corner and then listen to Brian Moore wet himself in a flurry of frenzied excitement. Oh yes.







The goalies' reactions to what is going on around them have been improved too, as you can see here.



If you use triangle to control the ball and press the pad in a direction, the player will trap the ball and flick it into the space you selected.




KLUSTAR

PUZZLE GAME

OUT NOW

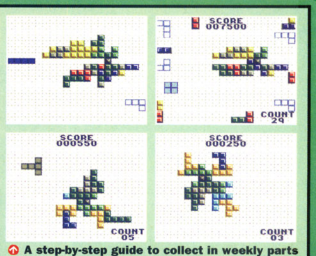
BY REBELLION

1-2 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 827 8000

Ever since *Tetris* made people want to rush out and buy a Game Boy ten years ago, companies have been trying to recreate the classic puzzler, with endless variations on the simple gameplay. And you can easily see where the inspiration comes from. *Klustar* is the latest puzzle game in the *Tetris* family tree, and it's one of the better ones. Using similar shaped blocks as you'll find in *Tetris, Klustar* takes the concept a stage further with the blocks moving into the screen from four different directions. The blocks then slowly start to form a cluster – make that a *Klustar*. The idea is to control this mass of blocks by preventing gaps from being formed and stopping the *Klustar* from reaching the edge of the screen. There are various skill levels and different modes of play, it may not be as polished as *Tetris* but this is a great spin on a classic.

ALEX HUHTALA



A step-by-step guide to collect in weekly parts – The Wonderful World of Cross Stitching.




TANK RACER

RACING GAME

OUT NOW

BY KUJI ENTERTAINMENT

1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY GROLIER INTERACTIVE
- TEL N/A

What we have here is a racing game where the only vehicle you can use is a tank. Now, while trundling around in a tank may be fun every now and then in war games, it's not something you want to do for a long period of time. This is the main reason why *Tank Racer* doesn't work – the tanks just aren't fun to drive. Even the fastest of the lot isn't particularly quick and they all steer very slowly, bumping off walls and bits of scenery – and it takes a few fiddly seconds to straighten out again. Power-ups and extra weapons are available, but they don't do much to help the action. The graphics certainly aren't very stylish, but they move smoothly and are nice and clear, which is one of the best things about the game. Unfortunately, *Tank Racer* is a bit of a silly idea wrapped up in an average game. Worth a quick rental and nothing more.

ED LOMAS

Wouldn't *Combine Harvester Racer* be a great idea? Or *Milk Float Racer*? Or *Juggernaut Racer*?







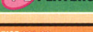


SHANGHAI

Shanghai is a very old puzzle game that's as popular as Chess in the Far East. *Shanghai* on the PlayStation or N64 is, in my opinion, a waste of a console. But on the Game Boy it becomes a great little game. The idea of *Shanghai* is simple. You must clear a large stack of patterned tiles using some basic rules. To remove tiles you must match them with one of the same design, and these must be completely visible. If you are removing tiles from a lower tier, they can only be ones taken from the side. There are different modes of play: Kong Kong is a race against the computer and Gold Rush ends when a player uncovers the golden tile. This is a great puzzler, perfectly suited to Game Boy and thanks to colour and the sharp screen, the tiles are all easily identifiable.

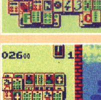
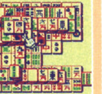
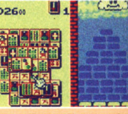
ALEX HUHTALA



PUZZLE GAME
OUT NOW
BY SUNSOFT
1-2 PLAYERS

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 827 6000

A game that any self-respecting collector of patterned tiles should rush out and buy, today!





T'AI FU

There's no doubt that *T'ai Fu* is a very classy game – the presentation is extremely stylish, the levels look like 3D cartoons, the characters look and sound great, plus they're all dramatically animated. That's why it's such a shame that it gets boring so early on. Simple, unimaginative level design is the main problem. Running through the levels jumping over pits of spikes and collecting gems isn't particularly fun and the fighting is very limited. It won't take long for you to find a combo which is easy to perform but does a decent amount of damage, so you'll end up simply tapping it in whenever you bump into anyone. Some of the bosses are cool, as are fights against multiple enemies but the whole thing is still a little dull overall. It's a shame, but *T'ai Fu* is one of the most stylish duds ever made.

ED LOMAS




PLATFORM GAME
OUT NOW
BY DREAMWORKS
1 PLAYER

- PRICE £39.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456700



You don't want to mess with a regular tiger, let alone one who's mastered the martial arts.






BUGS BUNNY: CRAZY CASTLE 3

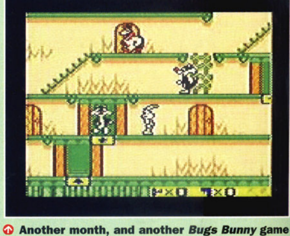
A treasure hunt in a crazy castle starring the Looney Tunes gang – aren't game boxes informative. *Crazy Castle 3* is apparently the latest installment in a popular series, although I've never heard of the other two. In it you play Bugs Bunny, who must search the castle for hidden treasure. To progress you must find keys, search rooms and avoid your bewitched friends and enemies. There are items you can collect along the way like bombs and a cork gun to keep any critters at bay. Levels are littered with lifts, teleporters and ladders allowing you to reach doors above you and to avoid those simpletons like Daffy, Tweety Pie, Sylvester, Foghorn Leghorn and Yosemite Sam, among others. This is a simple game which could be fun for younger players, but it contains the kind of gameplay that I tend to avoid.

ALEX HUHTALA



PLATFORM PUZZLER
OUT NOW
BY KEMCO
1 PLAYERS

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY THE GAMES
- TEL 01703 653 377



Another month, and another *Bugs Bunny* game on the Game Boy. Go back to cartoons Bugs!





MEN IN BLACK: THE SERIES

Based on the cartoon show – which was based on the movie, which was based on the comic book – this is a simple action game which sees you as agent J, protecting the Earth from the scum of the universe. This involves walking around Manhattan, through sewers, over rooftops and everywhere else, shooting whatever aliens you come across. There are hazards to jump like holes in the floor and crates to climb over – even that little bouncy ball from the movie that can cause all sorts of problems. Shooting the aliens is pretty straightforward, they can be disguised as humans and even bicycles, but as there are no normal humans around, shooting them is pretty easy. There are some nice cut-scenes and even a pretty cool intro that's very stylish for Game Boy, but at the end of the day, the game is rather simple and one from which you'll soon tire.

ALEX HUHTALA



ACTION GAME
OUT NOW
BY CRAVE
1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY INTERPLAY
- TEL 01628 423 666

Arrgghh, a killer squiggle lies in your path! It's only the start – what horrors will lie ahead?



QUEST FOR CAMELOT

Based on the animated movie *Quest For Camelot*, you play Kayley, who is on an adventure to save the kingdom from the evil knight Sir Ruber, who has stolen King Arthur's magical sword, Excalibur. Whatever use he plans for the sword, everyone thinks they're in great danger, so you've been selected to get it back. During the journey you'll encounter characters who will aid you in your quest, and as a bonus for anyone who's seen the movie, Celine Dion does not appear. *Quest For Camelot* is a cute adventure game that borrows heavily from *Zelda*. There are plenty of characters to talk to, soldiers to fight, and errands you must run to progress. The graphics look like they belong on a SNES, not a Game Boy. There's even a fancy warp effect when you go through magic tunnels.
ALEX HUHTALA

ADVENTURE
OUT NOW
BY TITUS
1 PLAYER

- PRICE £24.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- PUBLISHED BY THE GAMES
- TEL 01703 653 377


Lots of green and pink – two colours that are often overlooked in videogames. Wonder why?





FIGHTER SQUADRON

When you start up *Fighter Squadron* you're immediately taken back to the 1940s with genuine speeches and tunes playing on a radio through all the menu screens. The game itself has genuine planes and locations which featured in the Second World War – the skies over Kent, the Channel, Africa, etc – with plenty of scenarios involving everything from enemy planes to submarines. One major feature is the way the planes react to damage – instead of operating as one object, each part of the plane has its own physics. Getting shot in the wing doesn't always take you straight down – with ßflying you can land safely. It also makes crashing look much more realistic as bits of the plane break off separately. Flight sim fans will like the authenticity of the WW2 situations but more casual gamers won't find enough action to keep them happy. **ED LOMAS**

FLIGHT SIM
OUT NOW
BY PARASOFT INTERACTIVE
1-8 PLAYERS

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ACTIVISION
- TEL 01895 456700


Not only do the planes look great in the air, they also smash into little bits beautifully!







RECOIL

Here's a fairly standard shooting game featuring futuristic heavily-armed tanks. The action is more *Quake*-like than most mission-based war games, as you need to go through shooting everything in your way, finding doors, switches and the like. The tanks move around quickly but steering takes time to get used to as it's not as quick as you'd expect from the forward and reverse speeds. There's a decent selection of weapons and power-ups, but there's nothing that stands out – though bouncing laser beams are fun for multiplayer games, as are good old guided missiles. In terms of graphics, *Recoil* is okay, though the scenery and level design is certainly nothing special. Overall it's another average war shooter for the PC and another failed attempt to do something different with corridor games.
ED LOMAS


SHOOTING GAME

OUT NOW
BY ZIPPER INTERACTIVE
1-8 PLAYERS



- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442


Being able to move at high speeds is great, but only if you can turn quickly too. Whoops!







JIMMY WHITE'S 2: CUEBALL

The original *Jimmy White's Whirlwind Snooker* was the first game to capture all the skill of the sport, plus it had 3D graphics way ahead of their time. This sequel doesn't add much to the snooker itself, but has loads of extra presentation features. Everything is now 3D – instead of options screens you have a mansion hallway with 3D items representing each option. There are two main rooms, one for snooker and one for pool, each with its own CD player and selection of games. Darts, draughts, a one-armed bandit and even a *Dropzone* arcade machine are all there to be played, as well as pool and snooker. You can use the classic control method (setting your power and pressing a button) or a *Virtual Pool*-style mouse system too. While the snooker isn't a massive improvement over those games already available, as a relaxing gaming package *Cueball* is excellent. **ED LOMAS**

POOL/SNOOKER GAME
APRIL RELEASE
BY AWESOME
1-2 PLAYERS

- PRICE £34.99
- PC, AMIGA AND MEGA DRIVE PREDECESSORS AVAILABLE


- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255



Computer opponents show up as a pair of floating gloves – they fidget all the time too.



TOKYO GAMES INFERNO

NEW GAMES EXTRA FROM TOKYO!

Two weeks after the next generation PlayStation was revealed (see News, page 6), the Tokyo Game Show event happened. Sega's big chance to fight back. The world's chance to put a perspective on what Sony had promised. CVG got burned in a white-hot entertainment meltdown! These are the highlights.

DREAMCAST

Sega could have used the Tokyo Game Show more effectively but what was on show was good enough. Live demos of Web TV and an online *Sega Rally 2* tournament, in addition to a sterling line-up of games. If you took your Visual Memory to the show, you could download exclusive games from *Shen Mue*, *Sonic Adventure*, and *Climax Landers*.



SHEN MUE

BY SEGA **1 PLAYER**

You could try out the Quick Time Event (QTE), Free Battle system and take part in a tutor section of *Shen Mue* at the show.

In the QTE you just have to react quickly to press the right button or direction. In Free Battle you get full control, with buttons assigned to Dodge, Punch, Kick, and Grab. The tutorial introduces you to a new character, Tom, who makes a cool job of teaching the hero Ryo how to perform a spinning jump kick. Once you've cracked it you move on.

There were mixed reactions to *Shen Mue* at the Tokyo show but ours was positive. Sega now plan to release *Shen Mue* in a series of installments, beginning 5 August, in Japan.





People who took control of the *Shen Mue* demo reached this part when it was raining, snowing, at night, or as the sun was rising.

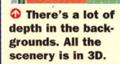


You can only move on when you've helped Ryo to master Tom's spinning jump-kick.

KING OF FIGHTERS '99

BY SNK **1-2 PLAYERS**

Some exciting additions for the DC version. Backgrounds are fully 3D, especially noticeable on the USA stage. There are trace effects on the limbs of characters with the faster moves, too. *KOF '99* will be compatible with *KOF R-2* on Neo Geo Pocket.



The DC hooked up to SNK's Neo Geo Pocket Color. How cool?!



There's a lot of depth in the back-grounds. All the scenery is in 3D.



SNK always put an insane amount of detail in their games. Check this scene out!

SEAMAN

BY SEGA **1 PLAYER**

Featuring a fish with a human head. You raise it as a pet in your television. Without a doubt, *Seaman* is the craziest game CVG have seen since *Switch* on Sega's Mega CD. Got to say, we can't wait until 24 June when the game is released in Japan.

Don't worry, you're not supposed to take it seriously!

COOL BOARDERS DC

BY UEP SYSTEMS **1-2 PLAYERS**

All-new sharper vision of snowboarding from the maniacs at UEP ('wep') Systems Inc. In addition to stunts, you also get to score points by smashing through obstacles. Best thing we saw was the inside of a cavern with underground waterfalls. Nice.

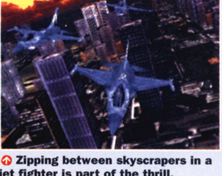


Best-looking 'boarding game on any system.

AIRFORCE DELTA

BY KONAMI **1-4 PLAYERS**

Pilot jet fighters in a graphically slick strategy shoot 'em-up, not too far removed from Namco's *Ace Combat* series. Three missions were playable at the Tokyo Game Show, bombing enemy posts in the hills, sinking aircraft carriers and dog fighting over a city.

Zipping between skyscrapers in a jet fighter is part of the thrill.



You've got to be impressed by the realism here. Almost makes you puke.

FRAME GRIDE

BY FROM SOFTWARE **1-2 PLAYERS**

If you've seen *Virtual On* in the arcade, or *Armored Core* on PlayStation, you'll have a good idea what Frame Gride is all about. Giant battle-suits involved in one-on-one fights in a wide range of 3D arenas. UK publishers take notice!



Mobile Battle-suit combat with a cool medieval theme.

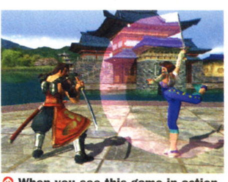


***Armored Core* fans know to expect flashy moves and in-depth strategy.**

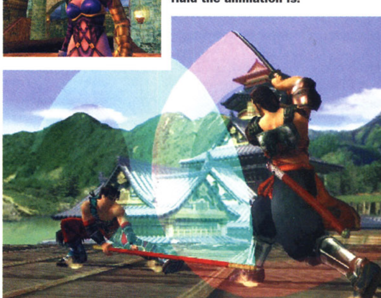
SOUL CALIBUR

BY NAMCO **1-2 PLAYERS**

At only 30 percent complete, this playable demo took our breath away. Nothing new in gameplay, but the graphics. Wow! Skin stretches to look real. Hair waves in the breeze, breath is visible in cold air, lighting effects dazzle. Gotta have a Dreamcast! Got got got-ta!



When you see this game in action, you won't believe how realistic and fluid the animation is.



Notice how dust is thrown up by the fighters' shoes! Namco have made *Soul Calibur* look at least twice as good on Dreamcast than it does on last year's, still popular, arcade version.

NEO GEO POCKET

BY SNK **1-4 PLAYER**





Of the two hand-helds at the show, Neo Geo Pocket Color gets our vote for being the coolest. The screen is larger than on Game Boy Color, the picture is sharp and colourful, too. The line-up of games includes versions of SNK's toughest fighting games, plus a selection of cute puzzle games (including *Puzzle Bobble* aka *Bust A Move*), and strategy titles to pass the time. But the main reason for owning NGPC is written on this poster!!!

BANDAI WONDER SWAN

BY BANDAI **1-2 PLAYER**



Play Wonder Swan sideways or vertically, left or right-handed.

At the show, and indeed across Japan, Wonder Swan has proved to be very popular. Despite the display being in black and white, in fact not much better than Game Boy Pocket, the games are going down a storm. No doubt because of Bandai's proven track record, all the major software developers are on board with versions of *Tekken*, *Pocket Fighter* and *Beat Mania* all making an appearance. No UK date confirmed just yet, but Bandai haven't ruled it out.

Hot new games

Other than Dreamcast hitting us hard this month, check the first news on the *Star Wars Episode One* games! Un-be-rockin-lievable!



STAR WARS: EPISODE 1 THE PHANTOM MENACE

BY BIG APE/LUCASARTS | **1 PLAYER** | **OUT MAY**

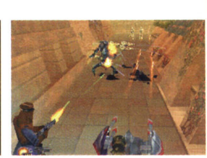
It's going to be the biggest movie ever, so this game better be good!

THE IDEA:
Released to coincide with the most anticipated film in history, this action adventure follows the plot of the film quite closely. Don't worry, we won't reveal any of it here. You take control of four characters and guide them through this troubled galaxy.





Looks like Ewan McGregor's suffering a bad polygon day.



Lots of evil droids to shoot, as you help the Queen escape.







BEST FEATURES:

★ Control four different characters including the two Jedi Qui-Gon Jinn (Liam Neeson) and Obi-Wan Kenobi (Ewan McGregor). The other two are Captain Panaka and Queen Amidala – they'll be household names soon!

★ The Jedi are very athletic, with moves to rival Lara Croft. They can jump, flip and use the force to move objects. But best of all they can repel laser fire with their lightsabers.

★ A large adventure that takes in all the sights of the new movie. Your character will have to fight lots of enemies and find a safe route through well-guarded enemy installations.

★ Lots of dialogue between the characters, plus interaction with shopkeepers, and plenty of action sequences. You'll even encounter Jabba the Hutt in here, somewhere.

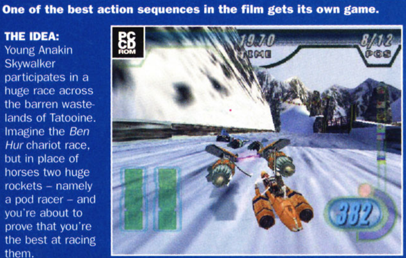


STAR WARS: EPISODE 1 RACER

BY LUCASARTS | **1-2 PLAYER** | **OUT MAY**

One of the best action sequences in the film gets its own game.

THE IDEA:
Young Anakin Skywalker participates in a huge race across the barren waste-lands of Tatooine. Imagine the *Ben Hur* chariot race, but in place of horses two huge rockets – namely a pod racer – and you're about to prove that you're the best at racing them.





Very fast ships, and huge courses – we can't wait!



Anakin in the UK! You can play with his pods very soon.





BEST FEATURES:

★ Race against strange alien creatures, travel to new races on distant planets, and beat the increasingly more difficult rivals and bosses.

★ Winning races enables you to invest money on your pod to buy new parts which can be damaged during a race. Beating other racers allows you to race as them in future games.

★ Expect enormous courses to accommodate the fast pods. Some of them span the equivalent of 20 miles. Obstacles on the courses will have to be avoided, but the pods are very manoeuvrable – you can even turn them on to their sides to fit through narrow gaps.



CODEMASTERS FOOTBALL MANAGER

BY: CODEMASTERS PLAYERS: TBC OUT MAY

The first footie management game to use PocketStation!

THE IDEA:
Codemasters have signed the League Managers Association for their latest project. The LMA is the official body of all professional football managers with top names like Alex Ferguson and David Pleat on its committee, so you can expect an authoritative simulation.



We'll have more info once we've played it.



BEST FEATURES:
★ An interface designed for PlayStation rather than PC, so negotiating menus doesn't become a chore.

★ Continue your saved games on your portable PocketStation while on the move.

★ Play against a friend via the PocketStation's infra-red link!

★ Input from the League Managers Association to ensure the game is the definitive article.

★ Codemasters are really on form at the moment – this could be a real biggie!

DINO CRISIS

BY: CAPCOM 1 PLAYER OUT AUTUMN/WINTER

***Jurassic Park* meets *Resident Evil*. Dino chaos is promised.**

THE IDEA:
Not only is it the same game engine, but it's the same team behind this that make *Resident Evil*. The graphics are now 3D backgrounds instead of pre-rendered stuff and the zombies have been replaced with Velociraptors and T-Rexs.



There's no doubt this is going to be fantastic.

BEST FEATURES:
★ Even better graphics than before. Imagine being chased through forests by a 20-foot T-Rex!

★ The dinosaurs will not always jump straight at you. Their artificial intelligence will make them stalk and even toy with you before they go in for the kill.

★ The levels are interactive now. You can switch on or off security lasers, entire floors can collapse and walls can smash.

★ Dinosaurs are intelligent. They can disarm any of your weapons leaving you helpless.



RESIDENT EVIL 2

BY CAPCOM 1 PLAYER OUT WINTER

THE IDEA:
Save Raccoon City from the human zombie mutants!

BEST FEATURES:
★ Finish the game, and objects reappear somewhere else.

★ You can change blood colour and how much gore you see.

★ No loading times and it supports rumble and expansion pak.



This is a genuine Nintendo 64 shot and probably the first time you'll have seen it anywhere! It's going to be awesome.

METROPOLIS

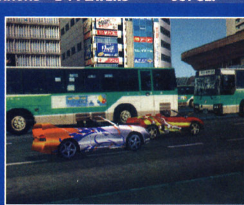
BY BIZARRE CREATIONS 1-4 PLAYERS OUT SEP

THE IDEA:
Metropolis is now confirmed as a UK Dreamcast launch title.

BEST FEATURES:
★ Detailed graphics using many of DC's custom features.

★ Some of the most realistic car physics ever in a video game.

★ More next month, once we've played it.



The early screenshots of *Metropolis* are very impressive. This will be cool!




RALLYMASTERS

BY: DIGITAL ILLUSIONS 1-8 PLAYERS OUT SUMMER

THE IDEA:
It's a rally game so what more do you need to know?

BEST FEATURES:
★ Over 22 cars – old and new – plus over 23 real-life drivers can be selected.

★ 51 tracks for starters.

★ Customisable colour scheme and car settings.



Now that Infogrames have bought out Gremlin, the release date is uncertain.

KINGPIN

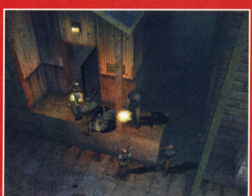
BY: XATRIX 1-8+ PLAYERS OUT SUMMER

THE IDEA:
It's a very violent, *Quake*-style game set in the slums and ghetto.

BEST FEATURES:
★ Speaking with people gets you info. Don't always kill them.

★ Swearing is the norm. "Please" and "thank you" are not.

★ Steal money from the dead and hire thugs to follow you about.



Batter people with poles or crow bars and if you steal enough money, gun 'em down like stinking pigs. Awesome.

GRAN TURISMO 2

BY POLYPHONY DIGITAL | **1-2 PLAYERS** | **OUT TBC**

Update of last year's Number One PlayStation game to include off-road racing, and drag racing!

THE IDEA:
Progressing the original concept of *Gran Turismo* as a race game for car enthusiasts. PlayStation is pushed ever closer to its limits with over 400 cars presented as real physics models and over 20 courses including loose surfaces.



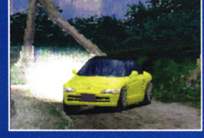






Race cars from all over the world – Japan, the US, and all across Europe. Fantissimo!

The off-road courses have loose surfaces. It has taken the game's developers years to get the realistic feel spot on.





BEST FEATURES:
★ 400 cars including European models, with realistic physics.

★ Buy a car, tune it up to your own specs and race to make money.

★ Enter drag races, off-road rallies, or circuits in any car just for fun.

★ Increased detail on cars and circuits. Improved driving 'feel'.

★ 60 licence tests for committed drivers to get their teeth into.

★ Made by people who love cars for people who love cars.



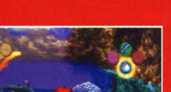
APE ESCAPE

BY SCEE | **1 PLAYER** | **OUT JULY**

A 3D platform game full of invention and great humour.

THE IDEA:
First game to rely on Dual Analogue control only. Ape Escape has been designed entirely with the Dual Shock controller in mind and has taken three years to develop. Catch monkeys-turned-evil in a net! Master all items! Overcome all obstacles!







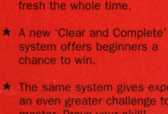
BEST FEATURES:
★ Original control method makes playing this a fantastic new experience on PlayStation.

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THE IDEA:
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BEST FEATURES:
★ Boasts some of the sharpest, solid-looking graphics in any game on PlayStation.

★ Steer Omega Boost in any direction, viewed from first or third-person perspective.

★ Ranking system judges your skill and upgrades Omega Boost accordingly.

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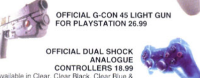
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FREEPLAY

PARTY ANIMALS INTERNATIONAL

I'd never before appreciated how frustrating it can be for short-sighted people until I became that way myself. Recently I started wearing glasses. It wasn't until I got my first specs that I realised I couldn't see beyond my outstretched arms. Everything seemed normal, but wow! what a difference when I was reminded of perfection.

This month, when I attended the Tokyo Game Show, I thought how the UK games scene is a lot like being short-sighted – but not really knowing that you are. We're all so used to the way it goes over here, but then you see how much more is happening in Japan and it's kind of upsetting. We're missing so much.

Seriously, the UK gamer is like the guy who shows up to the party and sits in the corner staring at the floor. Meanwhile, the Japanese gamer is partying like there's no tomorrow. And when tomorrow arrives, there's another venue worth checking out. I'm not talking about just the 'hardcore' crowd, this is everyone.

So it's very hard to come back to a place where all people care about is the next *FIFA* or Lara game, another driving sim or, if we're lucky, a classy roleplaying game. European games publishers are scared to death of releasing anything more diverse because, if they do, the UK will shrug it off.

Meanwhile, in another part of the same world, guys our age see games the same way most people see music. The Tokyo Game Show is as exciting as Glastonbury, or V '99.

Sure, PlayStation is a success in the UK, but that hasn't changed things that much. We'll still end up bored through a lack of choice. You know, we really deserve a lot better. Problem is – where to begin the change.

In the end it's about losing your inhibitions. If something looks cool to you, go for it. You'd be surprised how many more people go for the same thing. In fact, the hardest thing to accept in all this is the fact that games are just cool! How simple is that.

The next wave of video games is already rocking Japanese homes in the form of Dreamcast, and soon a next-generation PlayStation. Meanwhile, in the amusement centres, everyone rules at the most innovative and awesome games ever. Coming soon is another great craze. It doesn't stop.



Eventually some of this excitement will make its way to the UK, all misunderstood and served cold, with publishers and retailers apparently unable to lock on to the same spirit and get the message across.

Well CVG is here to remind you that games are just about one of the best pastimes in the whole world. More than ever it has got to be our mission to allow the UK games scene to be everything it can be. Believe me, you will see a difference once we've opened your eyes.

PAUL DAVIES

READERS' MOST WANTED CHART

Lots of excitement surrounding Dreamcast and its big games, including a surprise entry for *NiGHTS 2*. Sega fans have plenty to look forward to, but N64 owners are still hoping for a decent fighting game.

1.	DREAMCAST	SEGA
2.	SONIC ADVENTURE	SEGA
3.	VIRTUA FIGHTER 3TB	SEGA
4.	PLAYSTATION 2	SONY
5.	NIGHTS 2	SEGA
6.	SILENT HILL	KONAMI
7.	PERFECT DARK	NINTENDO
8.	RESIDENT EVIL 3	CAPCOM
9.	GOOD N64 FIGHTING GAME	ANYONE!
10.	SEGA RALLY 2	SEGA

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....

2 ....

3 ....

4 ....

5 ....

REDDEST-HOTTEST RUMOURS OF ALL-TIME! YEEOUCH!

• Nintendo's unfinished next-generation console (due to be revealed by the end of this year) has been started again from scratch. The DVD-based system is being designed in the UK, and Rare have already begun work on *The World Is Not Enough* (the new James Bond movie tie-in). After the demonstration of Next Generation PlayStation, we hear that Rare recommended Nintendo do some extra work on their own hardware.

• We hear that some developers (can't mention any names) were so impressed by the demonstration of Next Generation PlayStation that they've stopped many of their Dreamcast projects to concentrate on ones for Sony's new machine.

• People have been dreaming about it for years, but rumours of Sega and Nintendo teaming up have once again resurfaced. There's a possibility that the two will develop games for a single console sometime in the not-too-distant future. Maybe for a console designed by Nintendo.

• Squaresoft may do a roleplaying game using the *Star Wars* licence, probably for Next Generation PlayStation. Eeeeeek! How cool?

• Bernie Stolar (boss of Sega America) and Shoichiro Irimajiri (boss of Sega Japan) are both rumoured to be resigning in the near future.

• *Metroid* is coming to Nintendo 64, probably early next year.

• Psygnosis are definitely working on Next Generation PlayStation games. Though nothing's confirmed yet, a *Wipeout* game would certainly help sell the console when it's released in the UK.

• *Rollcage 2* is already in development.

• A new *Tomb Raider* game will be shown at the E3 show in May. It's not expected to be *Tomb Raider 4* – it will be something else featuring Lara Croft.

• An add-on cartridge for *Zelda* 64 is possible, to make up for even more 64DD delays.

• Nintendo will release the first handheld console capable of proper 3D games next May.

Contents



Your magazine needs you! CVG wants the world's greatest gamesplayers to send in the world's greatest high scores for printing in the world's greatest, free, black and white fanzine-style pull-out section, in a magazine about games in the UK. Send your score, your real name, your three-digit tag name, and some proof – if possible – to the following address:

HIGH SCORES, CVG,
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METAL GEAR SOLID (PLAYSTATION)

VR TRAINING TIME ATTACK

Stage 0001 00:03:96
William Pilling (WIL), Merseyside

Stage 0002 00:06:46
William Pilling (WIL), Merseyside

Stage 0003 00:12:73
William Pilling (WIL), Merseyside

Stage 0004 00:07:98
William Pilling (WIL), Merseyside

Stage 0005 00:05:45
William Pilling (WIL), Merseyside

Stage 0006 00:06:65
William Pilling (WIL), Merseyside

Stage 0007 00:08:35
William Pilling (WIL), Merseyside

Stage 0008 00:07:98
Christopher Keys (CJK), Crayford

Stage 0009 00:16:44
Christopher Keys (CJK), Crayford

Stage 0010 00:10:35
William Pilling (WIL), Merseyside

RIDGE RACER TYPE 4 (PLAYSTATION)

HELTER SKELTER
Best Lap 41"181
Matthew Pilling (MAF), Merseyside
Best Race 2'08"949
Matthew Pilling (MAF), Merseyside

WONDERHILL
Best Lap 1'02"253
Matthew Pilling (MAF), Merseyside
Best Race 3'15"487
Matthew Pilling (MAF), Merseyside

EDGE OF THE EARTH
Best Lap 45"108
Matthew Pilling (MAF), Merseyside
Best Race 2'22"913
Matthew Pilling (MAF), Merseyside

BRIGHTEST NIGHT
Best Lap 49"730
Matthew Pilling (MAF), Merseyside
Best Race 2'33"631
Matthew Pilling (MAF), Merseyside

HEAVEN AND HELL
Best Lap 56"503
Matthew Pilling (MAF), Merseyside



Umberto Lanzo from Italy is so cool he wrote to us in Italian and included this picture of himself casually leaning on a TV showing 412 survival wins as Kazuya in *Tekken 2*! Too cool!

Best Race 2'59"521
Matthew Pilling (MAF), Merseyside

SHOOTING HOOPS
Best Lap 24"409
Matthew Pilling (MAF), Merseyside
Best Race 2'30"495
Matthew Pilling (MAF), Merseyside

OUT OF BLUE
Best Lap 48"388
William Pilling (WIL), Merseyside
Best Race 2'32"191
William Pilling (WIL), Merseyside

PHANTOMILE
Best Lap 26"435
Matthew Pilling (MAF), Merseyside
Best Race 1'22"977
Matthew Pilling (MAF), Merseyside

TOMB RAIDER 3 (PLAYSTATION)

QUADBIKE TRACK
34"03 **Danny H (DAN), Rochdale**

TOCA 2: TOURING CARS (PLAYSTATION)

THRUXTON
Best Lap 1'07"92
G. Edwards (STEOST 99), Cheshire

SILVERSTONE
Best Lap 1'11"35
G. Edwards (STEOST 99), Cheshire

DONINGTON
Best Lap 1'00"36
G. Edwards (STEOST 99), Cheshire

BRANDS HATCH
Best Lap 38"56
G. Edwards (STEOST 99), Cheshire

OULTON PARK
Best Lap 50"62
G. Edwards (STEOST 99), Cheshire

CROFT
Best Lap 1'13"54
G. Edwards (STEOST 99), Cheshire

SNETTERTON
Best Lap 1'03"75
G. Edwards (STEOST 99), Cheshire

KASTL-BAVARIA
Best Lap 1'08"74
G. Edwards (STEOST 99), Cheshire

STREET SK8ER (PS)

Stage 1 21750
William Pilling (WIL), Merseyside

Stage 2 28892
William Pilling (WIL), Merseyside

Stage 3 32047
Andrew Densley (ACD), Bath

Half Pipe 12810
William Pilling (WIL), Merseyside

Bowl 14984
Andrew Densley (ACD), Bath

High Air 1580cm
Andrew Densley (ACD), Bath

POINT BLANK (PLAYSTATION)

Special Mode 227,081
Matthew Pilling (MAF), Merseyside

Arcade Mode 215,788
Matthew Pilling (MAF), Merseyside

TEKKEN 3 (PLAYSTATION)

TIME ATTACK
1'03"15 (Yoshimitsu)
Rasul Mastofa (RAS), East London

SURVIVAL MODE
594 Wins (Heihachi)
Syed-Momin-Islam (MO), Shrewsbury

TEKKEN FORCE
193980 (Law)
Sajid Varachia (SAJ), Manchester

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 1.21'27
Mark McEwan, Glasgow
Claire (Scenario B) 1.24'36
Mark McEwan, Glasgow

Claire (Scenario A) 1.26'19
Mark McEwan, Glasgow
Leon (Scenario B) 1.32'55
Mark McEwan, Glasgow

TIME CRISIS (PLAYSTATION)

Story mode 11'01"73
David Tabron (TAB), Bolton

TIME ATTACK
Stage 1 2'33"86
David Tabron (TAB), Bolton
Stage 2 3'23"20
David Tabron (TAB), Bolton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'39"43
M M Chowdhury (MIZ), Sheffield
1-2A-3A-4B 8'26"00
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4B 8'23"16
M M Chowdhury (MIZ), Sheffield
1-2A-3B-4C 8'47"10
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4B 7'32"40
M M Chowdhury (MIZ), Sheffield
1-2B-3B-4C 8'03"86
M M Chowdhury (MIZ), Sheffield
1-2B-4C 5'47"33
M M Chowdhury (MIZ), Sheffield

V-RALLY (PLAYSTATION)

EASY
Corsica 42"82
Osman Farooq (OZY), Manchester
Indonesia 51"15
Osman Farooq (OZY), Manchester
Spain 50"94
Osman Farooq (OZY), Manchester
England 57"68
Seppo Lunki (SML), Finland

MEDIUM
Safari 53"72
Seppo Lunki, Finland
New Zealand 1'04"02
Osman Farooq (OZY), Manchester
England 47"96
Ian Haley (IJH), Co. Durham
Corsica 47"81
Osman Farooq (OZY), Manchester
Indonesia 55"08
Seppo Lunki, Finland
Alps 1'05"24
Seppo Lunki (SML), Finland

HARD
Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"08
Stuart Garner (PUG), Musselburgh
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'07"60
Stuart Gårner (PUG), Musselburgh
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'08"60
Stuart Garner (PUG), Musselburgh
Best Tricks 2589

Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'17"80
Stuart Garner (PUG), Musselburgh
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'21"68
Stuart Garner (PUG), Musselburgh
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 11"50
Adam Charlton (AJC), Huntingdon
Best Race 36"61
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 20"05
Peter Veal, Bury St Edmunds
Best Race 1'03"01
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 12"29
Peter Veal, Bury St Edmunds
Best Race 36"99
Peter Veal, Bury St Edmunds

HOT TOP VOLCANO
Best Lap 24"56
Ryan Derham (RJD), Southampton
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 17"55
Peter Veal, Bury St Edmunds
Best Race 54"83
Peter Veal, Bury St Edmunds

PIRATE LAGOON
Best Lap 20"00
Peter Veal, Bury St Edmunds
Best Race 1'02"97
Peter Veal, Bury St Edmunds

CRESCENT ISLAND
Best Lap 20"26
Adam Charlton (AJC), Huntingdon
Best Race 1'05"69
Peter Veal, Bury St Edmunds

TREASURE CAVES
Best Lap 13"09
Peter Veal, Bury St Edmunds
Best Race 42"47
Peter Veal, Bury St Edmunds

EVERFROST PEAK
Best Lap 26"76
Peter Veal, Bury St Edmunds
Best Race 1'20"97
Peter Veal, Bury St Edmunds

WALRUS COVE
Best Lap 27"18
Peter Veal, Bury St Edmunds
Best Race 1'33"66
Peter Veal, Bury St Edmunds

SNOWBALL VALLEY
Best Lap 16"66
Peter Veal, Bury St Edmunds
Best Race 53"61
Peter Veal, Bury St Edmunds

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 29"60
Robert Creamer (BOB), Stockport
Best Race 1'33"05
Robert Creamer (BOB), Stockport

GREENWOOD VILLAGE
Best Lap 24"03
Peter Veal, Bury St Edmunds
Best Race 1'20"00
Peter Veal, Bury St Edmunds

WINDMILL PLAINS
Best Lap 28"02
Peter Veal, Bury St Edmunds
Best Race 1'33"01
Peter Veal, Bury St Edmunds

HAUNTED WOODS
Best Lap 16"49
Peter Veal, Bury St Edmunds



Simon Porteous's picture of his wall and animé videos.

Best Race 52"61
Simon Porteous (SIM), South Wales

SPACEDUST ALLEY
Best Lap 32"15
Peter Veal, Bury St Edmunds
Best Race 1'44"67
Peter Veal, Bury St Edmunds

DARKMOON CAVERNS
Best Lap 35"96
Adam Charlton (AJC), Huntingdon
Best Race 1'49"71
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 27"21
Peter Veal, Bury St Edmunds
Best Race 1'29"17
Peter Veal, Bury St Edmunds

SPACEPORT ALPHA
Best Lap 29"79
Peter Veal, Bury St Edmunds
Best Race 1'46"67
Peter Veal, Bury St Edmunds

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 25"95
David Hines (EYE), Doncaster
Best Race 1'21"48
David Hines (EYE), Doncaster

MOO MOO FARM
Best Lap 24"77
David Hines (EYE), Doncaster
Best Race 1'15"85
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'22"86
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 33"74
David Hines (EYE), Doncaster
Best Race 1'47"59
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 29"87
David Hines (EYE), Doncaster
Best Race 1'35"04
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"47
David Hines (EYE), Doncaster
Best Race 23"97
David Hines (EYE), Doncaster

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 19"93
Greg Ihnatenko (GRE), Stockport

SHERBERT LAND
Best Lap 33"10
David Hines (EYE), Doncaster
Best Race 1'40"67
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 32"59
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"55
David Hines (EYE), Doncaster

DK JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 34"06
Greg Ihnatenko (GRE), Stockport

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"43
Greg Ihnatenko (GRE), Stockport

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"12
David Hines (EYE), Doncaster

RAINBOW ROAD
Best Lap 1'15"62
David Hines (EYE), Doncaster
Best Race 3'50"10
David Hines (EYE), Doncaster

1080° SNOWBOARDING (NINTENDO 64)

HALF PIPE
Best Score 103482
Mark Dolan (MD), Co. Tipperary, Ireland

AIR MAKE
Best Score 32400
Will Crossland (WAC), Upperthong

CRYSTAL LAKE
Best Time 1'03"16
Brad Henderson (ZOO), Blackburn
Best Score 61861
Will Crossland (WAC), Upperthong



Check out Matthew Orlinski's rolled-up socks on the TV!

Best Time 1'28"20
Matthew Orlinski (MAT), Gwynedd
Best Score 72786
Mark Dolan (MD), Co. Tipperary, Ireland

GOLDEN FOREST
Best Time 1'22"03
Brad Henderson (ZOO), Blackburn
Best Score 68188
Mark Dolan (MD), Co. Tipperary, Ireland

MOUNTAIN VILLAGE
Best Time 1'31"17
Damien Orchard (DAM), Hereford
Best Score 63856
Mark Dolan (MD), Co. Tipperary, Ireland

DRAGON CAVE
Best Time 1'27"54
Matthew Orlinski (MAT), Gwynedd
Best Score 78527
Mark Dolan (MD), Co. Tipperary, Ireland

DEADLY FALL
Best Time 1'09"63
Chris Keys (CJK), Crayford



See the Best Score in the corner? Rob Copeland is king!

Best Score 139374
Rob Copeland (ROB), Copthorne

CONTEST SCORE
233883
Mark Dolan (MD), Co. Tipperary, Ireland



We can't see Mark Dolan's room in this picture. Damnit!

TIPS

THE LEGEND OF LOMAS

The quest for the answer to the ultimate question in life goes on. Some say the answer is that there is no answer; we are merely here to spend an eternity searching for something that does not exist. It is an enigma which has troubled many a wise man since the dawn of time, but no more. The answer is: A, B, A, C, A, B, B. Yaa!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send any tips or guides to this e-mail address. Please, don't waste your time copying things from magazines or Internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Back To The Future 2* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

ROLLCAGE

These cheat codes from **Alter Ego** should be entered at the password screen. You'll get the "Invalid Password" message, but the codes will work when you start a race.

AIRHORNS
Press Select while racing for a cool airhorn sound (including *The Dukes Of Hazzard* honk!).
BESTLAPS
See the developers' best lap times in Records.
MAXCHEAT
Turn on everything, including the Secret Character, Mirror Mode, Extra Difficulties, Leagues, and Mega Time Attack.

R-TYPES

To speed up your ship, pause the game, **hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.**

To slow down your ship, pause the game, **hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.**

To get a level select, highlight either of the game names on the title screen (*R-Type* or *R-Type II*), then press **L2 ten times, then R2 ten times**, quickly. Begin a game and pause it to pick any level or video sequence.

T'AI FU: WRATH OF THE TIGER

Play the game through to the end of a level so that the map screen appears. While on the map, press **Select+L1+L2+R1+R2** to start up the debug mode.

For a level select, wait for the walking section between levels and press **R1+R2**. Now you'll be able to walk to any level you want. Then press the **Square** button to play it.

ROGUE TRIP

These cheat codes should be entered by going to the password screen and putting them in as you would a normal code.

FUNTOPIA LEVEL
X, Circle, L2, X, Square, L1
INFINITE JUMP
Circle, Square, R2, X, Triangle, R2
INFINITE TURBOS
Square, X, Circle, Triangle, R1, R2
EXTRA ARMOUR
R1, Triangle, R1, Triangle, L1, Square
PLAY AS BIG DADDY
Triangle, Square, R2, X, Triangle, R2
PLAY AS GOLIATH
Triangle, L1, R1, X, L2, L2
PLAY AS NIGHTSHADE
R1, R2, L1, L1, X, Circle
PLAY AS HELICOPTER
L1, Triangle, R2, Triangle, Triangle, R1
PLAY AS ALIEN
R1, Square, X, Square, L2, Circle

The following cheats can only be used if you first try this master cheat: When starting a level hold **Select+L1+R1+R2** to turn on cheat mode, then try out these:

HORNETS NEST
Select the Stinger weapon and **hold Triangle+L1+L2+L1+Left**
INVINCIBILITY
Hold L1+R1 and **press Up, Down, Left, Right**

BRIAN LARA CRICKET

Enter one of these codes on the Classic Match screen, then start up any kind of match.

SUPERMAN	Super-strong batsmen
BIGBALLS	Giant ball
DROPBALL	Slippery ball
PENSIONS	World Team (for friendly matches)
SOLIDOAK	Only runs out knock-down wickets

A BUG'S LIFE

For infinite bugs' lives, go to the main menu, **hold R1 and press X, Circle, L2**. You should hear a noise to let you know that the code has worked.

NINTENDO 64

BUCK BUMBLE

Here are some more cheats for *Buck Bumble*, as well as those we printed before. Enter them all on the title screen (with the "Biggedy-Buck Bumble!" song).

INFINITE LIVES
L, R, B, A, Z, Left, Right
LEVEL SELECT
Hold Z and press Right, Down, Down, Right, release Z and press Right, Up, Down, Left, Left, Up, Right, Right.
INVINCIBILITY
Hold Z and press R, R, L, L, Up, Down, Left, Right
ALL WEAPONS
Left, Right, Up, Down, then hold Z and press Right, Right, Left, Left.

To refill your health and ammo (only while using the All Weapons cheat) just press **A, B, R** while playing the game.

PC CD-ROM

POPULOUS: THE BEGINNING

To cheat your way to the top of the shamen pile, press **Tab + F11** to make the cheat window appear. Then type **"byrne"** and press Enter. Now you can press these key combinations to give yourself goodies.

Spells	Tab + F3
Buildings	Tab + F4
Mana	Tab + F5

WE'RE STUCK!

Dear CVG,
I'm stuck on the PC game *Atlantis: The Lost Tales*. I've got to the part on the first disc where you have to go to the Scarlet Cockerel, but I can't work out what to do now I'm there. Please help me as I'm already bald and am worried about pulling off my scalp and then yanking out my brain.
Yours sincerely,
Matthew Osborne (10)

CVG: How could we possibly let a polite 10-year-old like this rip his own brain out just because he's stuck on a game? So, after asking Lascoyt everything possible and talking to Meljenz, go upstairs and face the door from which you entered. Now cut the rope with the knife and click on Meljenz (on the left, at the bottom of the stairs), then see what happens. Hopefully that's enough help to save you from extracting your most vital of organs.

Dear CVG,
Could you help me on *Metal Gear Solid*? In the room where you use the PAL override keys I don't know what to do when the room fills up with gas. I've tried blowing up control panels but nothing happens, so if you can help I'd be grateful.
Daniel Jamieson

CVG: Just equip your gas mask and call Octacon (141.12) then wait for the message telling you that the doors are open. You should learn to use your mind rather than brute force – that's a tip you can apply to real life to make yourself a better person, too. Peace.

FREEPLAY FANZINES



We haven't featured your fanzines for a few issues, so some of these date back to Christmas, especially the Nintendo 64 fanzines. It seems that we haven't received too many since *Zelda* was released! Dreamcast coverage is starting to pick up, and even the PlayStation fanzines are reporting on Sega's new super-console – with a hint of jealousy.

JUST 64



Price: £1
Availability: Write to Just 64, Paul Tuson, 36 Broadoak Ave, Enfield, Middlesex, EN3 6TS

Content: Difficult to tell what this fanzine will eventually look like. The issue we've been sent is a work-in-progress. So far, it looks promising. Nice colour pages, lots of reviews, and an index of all Nintendo 64 releases with a percentage. *Mortal Kombat Mythologies* is given a very accurate one per cent review score!

COMMODORE SCENE



Price: £3.50 or £4 with coverdisk
Availability: Write to Allan Bairstow, 14 Glamis Close, Garforth, Leeds, West Yorkshire, LS25 2NQ
Content: Due to unforeseen circumstances most of the information we printed about Commodore Scene in issue 205 was wrong. So here's the truth. The mag is a bulky 68 pages, full of news, reviews and features. There's information on events and lots of helpful adverts for fans of the Commodore 64.

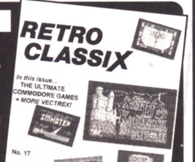
PLAYSTATION ZONE



Price: £1
Availability: Write to PlayStation Zone/6, Workshop Studios, Millsborough House, Millsborough Rd, Redditch, Worcs, B98 7BU

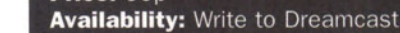
Content: This great little fanzine continues to go from strength-to-strength. Issue 6 sports a new design and there's reviews of *Metal Gear Solid* and *Crash 3*. But surprisingly, Solid Snake is only one per cent better than Crash! There's a handy summary of the best PlayStation games, and an essential games collection guide.

RETRO CLASSIX



Price: £2.50
Availability: Write to Retro Classix, c/o G Howden, 4 Chatterton Avenue, Lincoln, LN1 3TB

Content: The most consistent fanzine on the block. Issue 17 looks back at *Ultimate Play*, the game's first dabbling with the Commodore 64. Plus there's part 2 of the *Vectrex* feature. More *Zelda: Ocarina of Time* cross-referencing in the form of a *Zelda* Multiscreen Game & Watch review, and a contacts listing for services in the retro market.



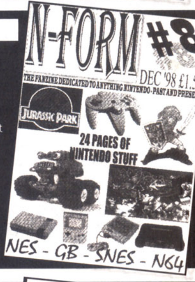
DREAMCAST WORLD



Price: 50p
Availability: Write to Dreamcast World, 28 Larchmere Drive, Essington, Wolverhampton, WV11 2DG. Cheques payable to Michael Essex

Content: This is the first issue of this Dreamcast fanzine and the editor claims it contains a world-first review of *Virtua Fighter 3tb*, hmm. Plus there's a big feature of *Sonic Adventure* boasting 47 pictures. This issue is a bit thin on content, but when more games are announced it should get better. Great colour pages!

N-FORM



Price: £1.50
Availability: Write to James Fry, 30 Jennings Field, Flackwell Heath, High Wycombe, Bucks HP10 9ND
Content: The latest issue of N-Form that we've received dates back to last December, just prior to the launch of *Zelda*. The event is commemorated with reviews of the first two *Zelda* adventures. There's also reviews of *Banjo Kazooie*, *Pilotwings*, plus lots of old Super NES and Game Boy titles. N-Form is slowly becoming a rather established little 'zine and is worth checking out.

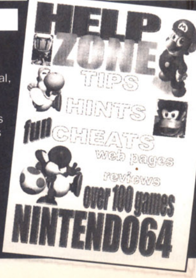
'NAM



Price: £1.50 plus SAE
Availability: Write to 'Nam Fanzine, 24 Draidshaw Rd, Silsden, Nr Keighley, West Yorks, BD20 0BH

Content: Our pick of this month's fanzines. 'Nam is a Nintendo fanzine packed full of information with high production values. A big detailed review of *Zelda* dominates the mag, followed by a very honest review of *Turok 2*. There's lots of 'best of' lists, plus useful guides to *F-1 World Grand Prix*, and *Go Go Troublemakers*. If you're thinking of starting a fanzine, check this out first.

HELP ZONE



Price: £2
Availability: Write to R Morris, 32 West Rd, Ellesmere Port, South Wirral, L65 9AR

Content: For Nintendo 64 fans as it's solely dedicated to tips. Inside games are listed alphabetically with tips for each and a page of dedicated Web sites for extra help. The back page should be avoided at all-costs – some of the worst jokes you'll ever read! A good start for this new 'zine, and we'd like to see some dedicated guides in future issues.

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Imagine if you walked into a shop and every game you saw was *Tomb Raider*, like that was the only game you could buy. Well it could happen! Because original ideas for games are running out fast, the world needs new games, and you've been hand-picked as the ideal candidates for this new wave of original ideas. So, if you've got an idea for a game write in and let us know about it. Write to Melting Pot, Computer and Video Games, 37-39 Millharbour, The Isle of Dogs, London E14 9TZ. And no, we're not called Hot Pot, Melting Point or Drawinz Wot You Dun, all right!

THEME SKI RESORT

© Alasdair Bell, Merseyside, 1999

Like in *Theme Hospital*, this game progresses through levels with a specific objective set out for each one. One of these objectives could be to hold the Winter Olympics successfully one year, or to create the most popular resort in the world. The levels range from Easy – large mountains with lots of snow annually – to Challenging – small mountains with light falls of snow.

Develop your ski resort during the summer by creating appropriate lifts to take skiers up the mountain, and runs for them to descend. Also, accommodation, shops and nightclubs have to be made for the tourists.

When winter arrives, if only a little snow falls, artificial snow has to be made. And if too much snow falls, avalanches will occur. People will pay for lift passes, ski school and ski hire.

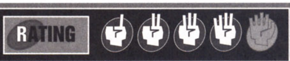
If the lift breaks down it will have to be repaired or replaced with newly-developed lifts that are faster, more reliable and hold more people. The runs have to be looked after with piste-bashers to flatten the snow.

Watching the skiers fall over could be really funny, but watching and listening to their comments as they fall could give you early warning signs to badly designed or dangerous runs. This will help you to change the runs to stop people getting injured and needing airlifts to safety, which costs money.

Another element to the game could be scenarios where you take on an already existing ski resort with a problem that has to be sorted out. A network game could also be included to play against your mates.

THEME SKI-RESORT

CVG: Great idea, but seeing all those people skiing down your mountains would make you kind of jealous and want to join in. If you could ski your designs that would be brilliant.



CHILDREN OF THE NIGHT

© Crimson Nightwing, 1999

In this game you have a choice to be either a vampire or a slayer. Each character has his or her own added extra. If you choose a vampire, then you are placed randomly about the world and have to go out nightly, feed, and return before dawn. During this time you will have to evade the police, watch out for slayers and gain territory from other vampires.

Forget about magic, though – in this game you fight with whatever you can lay your hands on, be it a broken bottle or a plank of wood with a nail poking out. You could also carry a limited amount of objects like a flick-knife. Plus you would be able to steal from your victims. The money can then be used to buy things such as an apartment. Cars can always be stolen.

The gameplay would be fairly simple. A point and click action would supernaturally move you ahead of a victim so he or she would fall into your clutches. Another possible development in the game would be to make characters interactive so you could go around gathering information, chatting up victims or just making polite conversation – not!

Playing as a vampire does have more appeal though – eventually, when you've chased all other opposing vampires out of town, you can start to build your own covenant. Once you've done this, you can send your minions forth and envelop the world in darkness until everyone, mortal or not falls at your knees begging for mercy.

Choosing a slayer means you have to track down and kill every vampire in a given area in a given time. But the longer you take the more people will die and the guiltier your conscience will become until you go insane with guilt. If you complete your missions as a slayer, then you are rewarded by either exploring other manners of supernatural eradication, retiring, or becoming the tutor of another, allowing you to continue the game on a harder level.

CVG: So are you called Crimson Nightwing on your passport? Anyway, time for a fascinating CVG fact: This is the last page Abdul worked on before he left us. Wow!!!



VIRTUAL AIRPORT

© Mike Welch, Cheshire, 1999

You would start the game in a small airport in India, and could end up playing in America. When you first play the game, you would fill in a priority chart, which would be based on a star system. You might give one-star priority to coping with drug dealing and a five-star priority to lost luggage.

If you left a problem for three months, its star rating would drop by one, and when a star rating reached zero you would have to deal with it. If a beginner was playing, he could use high-star ratings for everything, whereas an expert could use lower ratings. You would receive a warning when a rating reached one.

While doing missions in different areas, a different kind of game style would be used. If you had to track down a vehicle stolen from the airport, you would use either a *Carmageddon*-style view or – if you had a helicopter – a *G-Police*-style view.

If you successfully dealt with the problem, you would receive money with which you could improve your airport (in a *Theme Hospital* kind of way), improve your arsenal, or buy a new car or helicopter. Also, if you saved enough money, you could hire terrorists to attack other airports, get the mob on your opponents or hire out people to complete missions for you.

If you offered too little money, a terrorist might attempt to bomb your airport, or the mob might start a massacre in your departure lounge. You could also hire permanent staff, whose qualities you could improve by completing tasks.

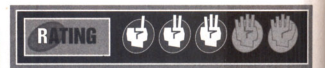
To improve your security workers, you may have to get a certain score in the shooting range, or find a bomb within a certain time. To improve your informers you might have to get a certain score in the shooting range, or find a bomb within a certain amount of time.

Training would cost a little money, but would be cheaper than hiring new staff, which would also involve advertising costs. If your staff became more efficient, you might stop a drug deal from going down, or discover a better training area through informants.

Your staff wouldn't actually play missions, but could find out what was happening and would take care of the situation until you arrived.

The game would be very different every time you played, as the missions would be selected at random from a huge database stored on a special memory card that came free with the game.

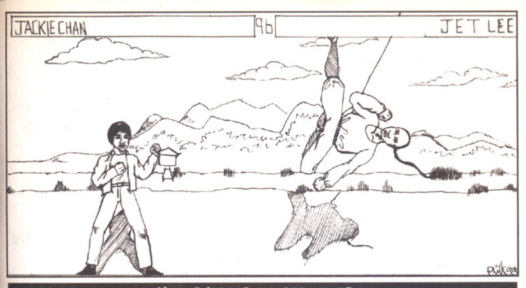
CVG: There's loads of scope for a huge game within an airport. This game concentrates on some of the darker aspects. Maybe more variety would be nicer.





Don't make me angry. You won't like me when I'm angry, unless you want something heavy lifting!





HONG KONG ACTION STARS

© Philtec, 1999

This game is a one-on-one fighting game and, as the title suggests, it features action stars from the Hong Kong cinema. Initially only Jackie Chan, Samo Hung, Yuen Biao, Jet Lee, Bolo Yeung, Michelle Yeoh, Chingmy Yau and Gary Daniels are selectable.

The boss of the game is the ghost of Bruce Lee. The reincarnation of both Bruce and Brandon Lee (I know he's not strictly a Hong Kong star) are eventually selectable, as are Cynthia Rothrock, Richard Norton, Robin Shou and Keith H Cooke. There is also a cheat to see the strings that assist Jet Lee in those fantastic acrobatic fight scenes. (He doesn't really do that, does he?)

The thing that makes this game different is the combo system. At the start of the game, there are no set combos. As you play the game, the CPU learns the way you fight and allows you to join together moves and create your own combos, which can be saved to memory card.

CVG: Yeah, give the real stars the credit they deserve, and include Jim Kelly and Sonny Chiba to make us really happy!

RATING

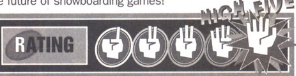
EXTREME MOUNTAIN

© Alex Huhtala and Tony Cormack nodding his head and agreeing, 1999

We've been sent quite a few snowboarding games this month, which got us thinking. Instead of a snowboarding game that's restricted by courses, imagine a game where you were able to explore the whole mountain.

The game comes packaged with a piste map, and yes, there are proper courses to try. But the main game is to create your own, going off-piste into virgin snow, through trees and finding your own spot. Say you have ten markers, if you find a great spot, you can leave a marker, so you know where to find the spot again. The mountain is inhabited by virtual skiers and boarders, and to get up the mountain to the runs you'll have to figure out which chair-lift you need. After a few hours of boarding, your energy levels will decrease, so you may want to stop-off at a restaurant on the slopes. The best thing is that there's no half-pipe course, well there is, but you've got to find it! You see, on this mountain – somewhere – are the coolest snowboarders that ever lived. And by talking to other characters – in the restaurants, on the slopes, etc – you can find clues of how to meet up with these cool snowboarders. They're cool because they've built their own half-pipe and hang-out on the best spot on the mountain, but it may take some huge 'boarding skill to get there.

You can find objects like wood and tyres to build your own trick course, go skiing at night using only torches, and even go sledging. There's also several spots where you can learn hang-gliding, or mountain climbing. This is the future of snowboarding games!



SNOWBOARD KILLERS

© Peter Ward, Wirral, 1999

You work for this man who owns a ski resort. He sends you on missions to other ski resorts to give them a bad name. Anyway, you are a very good snowboarder and a psycho killer. You ski down the mountains, kill people, do a 360° degree turn or some other snowboarding trick and attack others.

Every level you progress through, you get more and better weapons, from throat-slitting blades to rocket launchers which blow up half the mountain. Plus you get snowboards.

Firing loud weapons could attract the attention of mountain patrollers, who can get back-up if needed – helicopters to hunt you down, for example – so act like a normal skier – or run like hell.

You can enter some competitions and maybe get rid of some opponents by going to their homes and killing them, in a not very nice way. You get money for winning competitions and completing missions that were set by your boss.

You can also steal snow bikes and other automobiles to use to run people over, drive to other resorts, or to get up a mountain.

CVG: Snowboarding's such a nice, clean sport, and blood never looks good on nice white snow. Bad form old chap, bad form!





DUKES OF HAZZARD

© Martin McDaid, Donegal, 1999

In this game you can play as anyone you want, including Luke, Bo, Daisy, Uncle Jesse, Cooter, Boss JD Hogg and Rosco P Coltraine. You take classic car chases through Hazzard County in either Bo and Luke's car, the General Lee, Daisy's 4X4, Dixie, or a police car.

If you pick Uncle Jesse, you drive a tractor. If you pick Boss Hogg, you don't drive, but you get to sit in the back of a white Ford Thunderbird and give directions. If you get damaged, you take it to Cooter and he'll fix it up for a fews bucks.

You don't have to follow the road signs, you can go anywhere you want. If you wander too far, you'll end up in another American state or city. For example, Las Vegas, Los Angeles, New York – in fact, anywhere in the world. Simply drive to Boston Harbour, make a huge ramp through to France, up through the Channel Tunnel, then off to wherever you want.

You can also go to London and arrest Ed Lomas for an overdue haircut (if you're playing a cop) but if you're in the General, you can't get out because there's no doors.

CVG: Yeeeeeeehhaaaaaahhhhh!!!!! This is one of those old TV shows that you remember being quite good, and when you watch it again later, it's just not the same, plus it had lots of fat people in it. That dog with big ears was pretty cool though, and Daisy Duke was talented!



COWZ

© Jonathan Riches, Leeds, 1999

This is a 2D platformer/racer. You play as a cow called Bessie. Bessie lives in a town called Milktown. One day, the dreaded Milkmaster, who lives on the other side of Mooland, kidnaps Bessie's best friend, Betty.

Bessie's mission is to travel across Mooland to the Milkmaster's lair and rescue Betty. There are 15 levels scattered with the Milkmaster's evil friends. There is also a terrifying boss at the end of every three levels. There are lots of items for Bessie to collect along the way, too. Buckets of milk will refill some of Bessie's energy bar. Milk trucks can also be found but they are impossible to catch unless you have some supermilk.

Supermilk can be found in gold buckets. It makes Bessie run faster and she will have to use it in order to catch a truck. Once caught, the truck will refill three quarters of Bessie's energy bar. Bessie's attack move is charging. She can pick up other weapons like a metal helmet for a more effective charge and bottles of acid milk that can be thrown at the enemy.

There is a two-player mode called Grand Prix which is where the cows race along a track. Milk bottles can be picked up to make you run faster.

Acid bottles can be picked up on the track and can be fired at an opponent to make them trip. Gold bottles of supermilk can be collected, and when used, the cows go for a three-second mad dash. For Nintendo 64, PlayStation and Saturn.

CVG: There should be more games with cows in them, in our opinion. Especially tripping ones!



drawinz wot you dun

Don't forget to write drawinz on your envelope, so they come straight to me instead of going straight in the bin.

KEY

Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

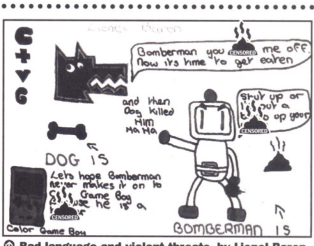
Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Spring is well and truly here, and the sunny weather should be making you all feel happy again after a cold, dark winter.

Well, I reckon the sun SHOULD be making you feel happy again, but judging by some of your drawinz, it ain't happenin'. I suggest you all play *Zelda* again and then get sketching – I want happy pictures. Now!



David Barry's totally awesome piccie of Psylocke from *X-Men: Children Of The Atom*.

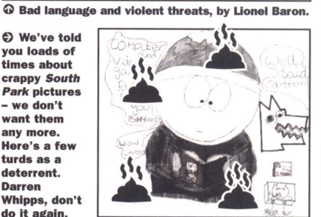


Bad language and violent threats, by Lionel Baron.



Paul's favourite pic, as sent in by Andrew Hope. Cheers, dude.

We've told you loads of times about crappy *South Park* pictures – we don't want them any more. Here's a few turds as a deterrent. Darren Whipps, don't do it again.





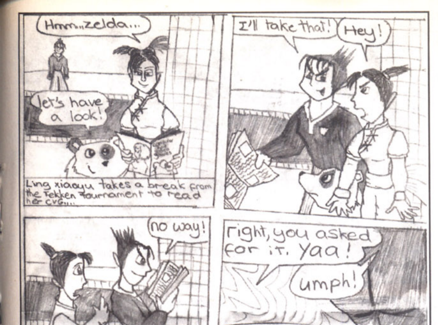
Detailed gruesomeness from *Body Harvest* by Mark Gerrard.



I'll allow this *South Park* picture on the grounds that it's different to the rest I've been sent – and because the use of Kenny is novel. But, Dean Bridges, you still get turds!



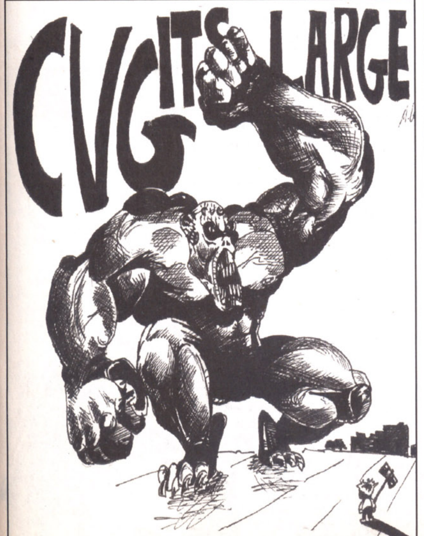
Turok's face has gone a bit funny here. He looks like one of the creatures he hunts. Anonymous.







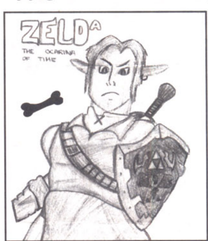
Roxanne Chen's cool comic strip shows Xiaoyu and Jin from *Tekken 3* scrapping over their favourite games mag (that's CVG).



You're right M Gerrard, CVG is indeed large – compared to your average fanzine anyway! But it's not as scary as this CVG monster.

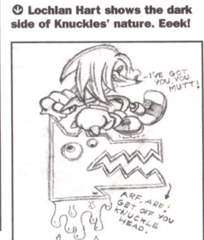


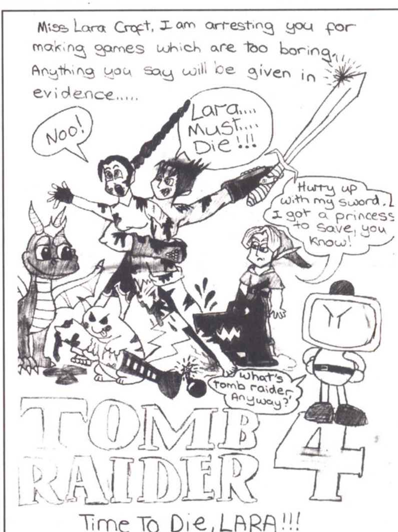
Not too sure what Banjo's up to here, but he looks like he's enjoying himself. Have a bone for your hard work, Adrian Stuart!



Don Breach's brilliant sketch of Link – he looks well miffed!

Lochlan Hart shows the dark side of Knuckles' nature. Eeek!





Nice one, Roxanne Chen – but there's no need to kill poor Lara.

Emma Ketley does a brilliant job of drawing Ken from *Pocket Fighter*.



Send 'em in to:



CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.

drawinz wot you dun

FREEPLAY

PREMIER MANAGER NINETY NINE

COACHING TIPS

The football season is drawing to a close, but *Premier Manager* will give you your much-needed football fix until the new season starts. Use the first of our guides to help you through some of the basics of the game.

BARGAIN BASEMENT

The key to succeeding in this game is shrewdness and an eye for spotting the good buys in the transfer market. Here's a few tips.

- **For a start you should always check the players who appear on the transfer list at the beginning, and every couple of months after that, a decent player could appear there.**
- **Don't be afraid to undercut the asking price, most teams accept offers starting from anywhere up to 1 million less, in some instances!**
- **Anyone you have a fancy in, stick them in your briefcase. You can find out the asking price and their current wages. You'll also find out their morale. As soon as that gets to 80 or below, stick an offer in for them.**
- **Don't always go for the superstars. Young players can be bought cheaply and groomed over a few seasons.**
- **Make sure that as soon as you complete a major signing, give the player grade 3 insurance. They'll almost inevitably get injured at one point or another and it saves you a bit of cash.**

MARKED MEN

Here are a few players worth checking out.



Lee Bowyer is not only young, but is a strong midfielder who gets goals.

Lee Bowyer (Leeds United)

Transfer Fee: £2.39 million **Annual salary: £100k a year**

He quickly becomes unhappy at Leeds and finds his way on to the transfer market. £2.39 million is below Leeds' asking price, but he'll still leave the club and come to you. You get a quality midfielder who'll score you at least 10 goals per season.



Again, youth is the key with Neville. Exceptionally good at tackling.

Gary Neville (Manchester United)

Transfer Fee: £3.77 million **Annual salary: £400k a year**

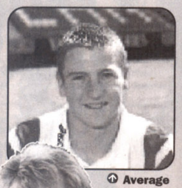
Wages are high, but he's worth it as Neville is still young and can be trained to become a world class defender. And he's proved that he's versatile – he can play right or left back, centre half and wing back. Can be enticed even if he's not on the market.

As well as looking the part, Shevchenko will get you at least 20 goals a year.

Shevchenko (Dynamo Kiev)

Transfer Fee: £5.69 million **Annual salary: £180k a year**

Arguably the hottest striker around at the moment. These prices are what Kiev are asking for, but with a bit of haggling you'll have one top striker on your hands for a reasonable sum. The wages are low in comparison to the other top strikers, but get him at all costs.



Average stats to begin with, but a good player for the future.

Djalminha (RC Deportivo)

Transfer Fee: £6.44 million **Annual salary: £800k a year**

Now then, let's see. Expensive? Yes. Unheard of? Yes. And one of the best players in the game? Yes.

This Brazilian striker may break the bank but, like Shevchenko, his long-term effect on the team's success will far outweigh the short-term costs.

Michael Bridges (Sunderland)

Transfer Fee: £1.02 million
Annual salary: £60k a year

It doesn't matter which club you're managing – as long as they've got good prospects, Bridges should be added to your team. He's young, has lots of training potential and in four or five years you can watch his value rocket.



As long as he has the right strike partner, Owen can become world class.

Michael Owen (Liverpool)

Transfer Fee: £5.75 million **Annual salary: £300k a year**

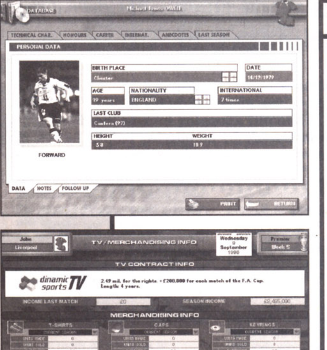
After a month of our third season in charge, Owen becomes unhappy at Liverpool. As soon as his morale drops, make a bid. You don't need to know about the player, but just make sure he gets the service from the winger and fellow striker.

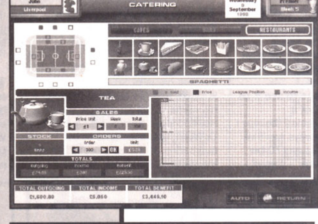


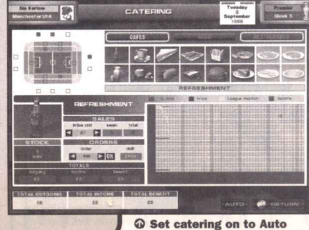
MONEY MATTERS

Letting the computer do all this is not as satisfying as doing it yourself. So take control of the basic finances like food, merchandise and sponsorship, and you'll soon have a football empire on your hands. The following tips apply to the bigger clubs, but by using a bit of common sense, you can apply it to any team.

- Once the friendlies are out of the way, head straight for the boardroom and sign up the rights for television.
- Then go to the ground and sign up all your advertising hoardings. Do this after one game and you'll have every board filled and money coming in straight away. Repeatedly check back to renew any expired deals.
- If you have the cash, make some more club shops. Don't worry about ordering the merchandise just yet. Instead, just start making programmes and key rings. Remember to make the same amount of programmes as your capacity. For now. Good places to start are £2.99 for the programmes and £0.49 for the keyrings.
- When your club shops have been built (immediately start building some more when they've been completed) order and make all kinds of merchandise. They'll sell slowly to begin with, but pick up as soon as more shops are available.
- Check your messages to see which foods constantly run out of stock. Rather than letting the computer order everything for you, increase the order amount and your selling price of the most popular items.
- Keep doing this until you are only just selling out of the items. For other foods, in your restaurants particularly, don't order too much meat or fish. It goes off very quickly and you end up losing money.
- Remember to build a café in every side of the ground for maximum access.
- Seating is something worth increasing every so often. Once you have another 8,000 seats, creating greater access to the stadium is a priority, as are increasing car parking spaces.
- By this point, you should have at least 10 club shops (it should take about a season to get this far) and a healthy amount of cafés.
- Once this is in place, the real money starts coming in. At every home game you should order 200,000 programmes and bump up the price a bit. They'll completely sell out at £3.49 each, and they only cost you 9p to make. Keyrings can be ordered by the truckload, too. T-Shirts are the worst selling item, but they still sell.
- You have to re-order for the cafés after every game. People still use your catering facilities even if you have no home match.







Set catering on to Auto until you have more cafés.

OTHER GENERAL TIPS

- If a player commits a couple of fouls after getting a yellow card, take him off, no matter how good he is. It's the computer's way of telling you he's about to be sent off.
- Always check your opponent's tactics to see how they play. Then adjust yours accordingly.
- If the other team play a cramped 5-3-2, all huddled in the middle of the park, switch your formation to 3-5-2. Then make the two wide men hog the touchline and push forward as often as they can. Your midfielders will then spray the ball out wide and the wingers-cum-midfielders will cut in and shoot or swing the cross over.
- A standard 4-4-2 is another formation you'll commonly come up against. The best thing for this is to play the same yourself, or adopt a more defensive line-up. 5-3-2 is good for this. This time, have the wing backs a little more defensive and not pushing up as far, but have one or maybe two of the three midfielders pushing up to support the attackers.
- Take advantage of a sending off, especially a full back or wide midfielder. If they go, condense the play everywhere else, but push one player into the space left by the departed player. If a striker goes, switch to three at the back and push another man forward.
- Don't forget, players are versatile. In the tactics menu click on the positions the player is currently adopting. The highlighted positions are the ones that this player can play in and not lose any of his skill or abilities. This can be useful if you get a couple of injuries in a game and don't have the subs to cover the positions.
- With regards to training, auto select everyone so that they are all doing some form of work. Then go through the best players and switch them to bump up other aspects of their ratings. Obviously, leave strikers on shooting practise for a while, but you may want to switch them on to passing or dribbling later.
- When you do pre-season games, don't give yourself ultra tough games as players will pick up injuries too quickly. Mix between good foreign teams and lower league English sides to leave you in good form for the start of the season.
- Including a house and a car as part of a foreigner's contract will instantly make him feel more settled and keep up his morale. Likewise, goal-scoring bonuses also help to entice the big names.



TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID

HIDEO KOJIMA INTERVIEW

CVG gets an exclusive interview with the director of the game! Mr Hideo Kojima talks about the challenge of making *Metal Gear Solid*, his inspirations and the future.

A few days after the announcement of the Emotion Engine and a week after *Metal Gear Solid* was released in the UK, the games director Hideo Kojima made a brief visit to London. While out shopping he was mobbed in the Rathbone Place branch of Computer Exchange by an adoring public, but Alex was lucky enough to meet him in a quieter environment – at breakfast in a trendy hotel in central London.

Films are a big influence on your games and their style. How easy was it to incorporate the cinematic ideas into the game?

The most cinematic thing in my game is probably the opening demo, with the cameras moving out and a crane camera going around. It's easy to incorporate cinematic movements into a non-interactive section – what I have to work on is trying to integrate cinematics effectively into the interactive parts of the game, where you actually move the character. There are lies that are allowed in movies, for instance when something explodes you see an enemy flying through the air in slow-motion – that doesn't happen in real life, but we take it for granted. Things like that, I like to incorporate into the game.

It's an action game so the interactive aspect is the most important part. In the top-view mode when you see yourself and you see the enemy approaching, it doesn't look very dramatic. In this view you don't get a sense of thrill. That's when I introduce the cinematic aspect.

You see yourself leaning against a wall, and the guard is approaching in 3D, so that's the integration of a cinematic technique and the necessary role of an action game.

Would you like to see a *Metal Gear Solid* movie, and who would you like to direct it?

I love movies and I'd like to see it as a movie. I'd like to shoot it.
The reason I develop games the way I do... they always say that we humans are 70 per cent water – myself, I'm 70 per cent movies. I grew up with a lot of movies, and they've helped me a lot, and taught me a lot of things. The movies I saw as I grew up made me, so I try and include those elements in my games so that the ideas will do the same for the kids now. Back when I was small it was movies but now it's games.

If there was a movie, who would you like to see play Snake?

The original image I had was of Christopher Walken, but he's a little too old now.

Was Snake Plisken from *Escape From New York* an influence on Solid Snake?

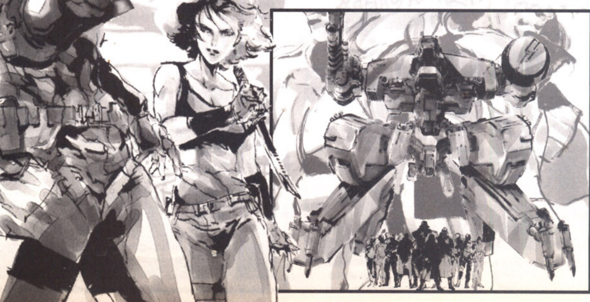
From *Escape From New York* yes, but the real name of Snake in the game is Dave, and the character Otacon – his name is Hal Emmerich, so it's Hal and Dave form *2001: A Space Odyssey*, and the name of the submarine at the very beginning of the game is Discovery. I wanted to recreate the *2001* epic atmosphere.

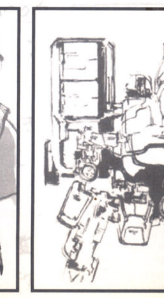
The computer in the movie, Hal, goes wild and causes problems and Otacon in the game is employed to develop *Metal Gear*. He believed that the technology led the way to a better future, but unlike the computer, Hal in the game realises that's not true, and walks away from it. There's also another reference at the end of the game.

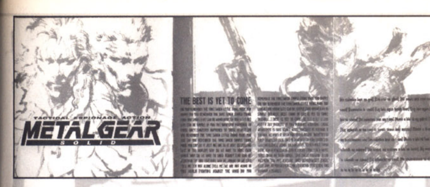
Why are all the best villains English?

No particular reason, I just thought of the SAS, or some kind of agency or military group that you could fight against. In movies it's usually the Russians who are the bad guys, or terrorist groups from the Middle East.

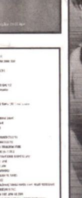
This game took many years to be made – you were effectively waiting for the technology to catch up with your original ideas. Were there any ideas which had to be left out due to current technology limitations?











There are so many things that I had to leave out but there's nothing that we couldn't actually do. For instance, light and shadow – we had the light sources moving around, causing shadows to move and bend against a wall, that was possible. But I was creating an action game, and that detail could really affect the processing speed, making the character of Snake move very slowly. As a priority I'm making an action game, so I had to take that out. When I first knew that PlayStation was capable of producing the light and shadow effects, that was the main reason I started developing *Metal Gear Solid* for the console.

What do you think of the next-generation Sony console, and in particular the freedom and creativity that the Emotion Engine will provide?

I'd like to start developing a game for the machine today.

With the new machine and the Emotion Engine, not only will you be able to reproduce emotions but also movements and waves, using calculations. We couldn't do that with the PlayStation. For example, if you wanted to create a ripple you had to draw the ripple as an animation, but not with this new technology. With emotions and feelings we can reproduce these things through numbers and calculations.

Of course, the new technology will make it easier to reproduce these things through the laws of physics and calculations, but at the same time, I'd like to keep the element of the artist, the designer. This person knows what they want to express, then they produce the animation. The fact that it's a person that's doing it means they're bringing their own feelings and ideas to make it unique.

I'd like to see that retained in games, just like the enemies flying slowly through the air – these things can probably be expressed through the laws of physics and calculations, but that takes away so much of the personal vision.

If you take a look at the waves of the ocean, with the new system it's easy to generate either a big wave or a small wave, but what we want to do is to create a very gentle wave, or perhaps a very frightening wave. That's what we, as artists, we want to express with help from the calculations and technology.

It seems that the Emotion Engine has been created using *Metal Gear Solid* as a blueprint, because many of the things that the game recreated realistically will become almost a standard on the new system. You'll now have to work even harder to surpass that, because other companies have been handed a set of tools that will allow them to make games even more realistic than *Metal Gear Solid*.

It's not really about trying to surpass something. When trying to create a sequel, it's difficult to surpass the original. When, or if, I develop a sequel to the game I'll have to set boundaries for myself – the *Metal Gear* boundaries – because if I start incorporating the ideas that I want to add to surpass the original, then it's no longer a *Metal Gear* game. If I want to create another sequel, then I'll have to build that wall around me, to ensure I'm creating another *Metal Gear* game with the technology of this new machine.

Will Solid Snake be brought out of retirement for any more missions?

I want to give him a rest, some peace. I really don't know about the future, if indeed there is a future for him.

Until now the sole purpose of Snake's life has been as a trained soldier – he lives to fight and defend himself. Towards the end of *Metal Gear Solid*, he learns of another reason to live, and that is to live for someone else. In this sense, in this version, he retires from fighting because he's found another purpose in life.

Does the realisation of this other way happen at a particular moment of the game? I was thinking maybe at the moment Sniper Wolf dies, because here the game reaches a new emotional level?

Obviously the Sniper Wolf scene is one of the most dramatic in the game, but there isn't one scene where the realisation hits him. In each battle with the bosses, when you beat them they reveal a little bit about themselves, talking about their lives, so Snake learns from every encounter. At the end of the game all that comes into one.

The music for the game is very distinctive. Were there any influences, particularly from film soundtracks?

I originally thought of Hans Zimmer, but we ended up going in a different direction.

Whose idea was it to put Meryl's Codec number on the back of the CD case?

Mine.

Why put it there?

Not only Meryl's Codec number, but, like Psycho Mantis when you get the blackout, I didn't want to limit the game to the player and the information that comes from the monitor. I want the game to be the player, the controller, the PlayStation, the monitor, the manual, the packaging and bring all that into one game. I guess this conception of games from our generation is that whole package – a virtual, ideal world, created by the monitor, the package and everything.

For years with PC games, to combat piracy you'd have to input a code that would be printed in the manual. I've grown up playing games with those features, so I wanted to incorporate that. My belief, my thinking, doesn't really apply to the young gamers right now, they didn't grow up that way.

In Japan they didn't actually like the idea of having to look at the packaging. In the game, when they tell you to press the Circle button, to do this or that, the Japanese didn't feel too comfortable receiving that information.



It seems in many games, original meanings of words are lost in translation from their Japanese origin to English. Did you encounter any of these problems with *Metal Gear*?

I've always read books that were translated from English to Japanese. When I wrote the game, I always had that in mind – the game was kind of written in English in my mind. For instance, take a look at the name FOX DIE – the virus. I thought of the names in English first, and hoped they would be accepted. Compared to other games there are probably fewer problems in translation. Maybe a lot of things were lost in the Japanese version!

Which is your favourite character in the game?

It changes from day to day. Today, Ninja.

Has there been any response from players that you hadn't expected?

The reaction to Psycho Mantis when he reads the memory card. It wasn't very well received by quite a few people in Japan, and this is unique to Japan, I haven't heard such comments from the US or Europe. The game was intended for an audience of a more mature age range, though a lot of younger gamers in Japan and also the US have played the game and enjoyed it, which I certainly didn't expect but I'm happy about.

What do you think people didn't like about Psycho Mantis reading the memory card. Were they threatened by it, disturbed, or perhaps that it didn't work?

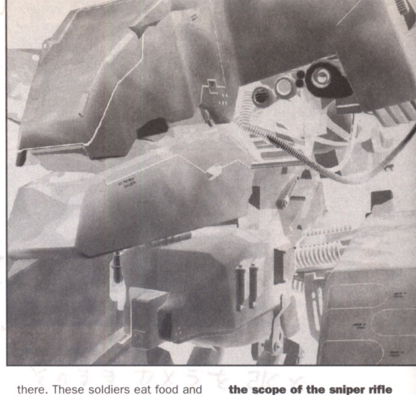
I think that as you play the game you get very involved in the life of the characters, the action and story, and to suddenly hear the words 'memory card' brings you back to the reality of the fact that you're playing a game.

Were there any games or films that were released during the production of *Metal Gear Solid* that made you and the team rethink ideas, and to incorporate them into the game?

I saw the film *The Saint* with Val Kilmer and he appears with a mask, bodysuit and goggles towards the beginning of the movie. I thought it was really ugly, but I wanted to feature it in the game. So that's why I had Solid Snake wearing the mask and goggles at the beginning of the game, as he first enters the base. I can't think of an example right now, but there were many things I took out of the game after seeing similar things elsewhere.

During the making of the film *Twelve Monkeys*, the director Terry Gilliam spent a whole day setting up a simple shot, where a hamster can be seen running in a wheel in the background. It took a day to get the hamster to perform just right. I was wondering how long it took to put the rats in the game, and were they a feature that was intended from day one?

The rats were a way of adding reality to the game and to create the atmosphere within the base. There's water, moisture and more importantly there are soldiers living there. These soldiers eat food and they have leftovers, which attracts the rats. Another thing I put in were the ravens. The people living there, the weather, the air, everything – the animals were a great way to express all these elements. They were always there from the start, but it didn't take too long to get them in the game. I actually wanted to put more rats in. Another thing I wanted to do was assign names to individual rats, and these rats could then be raised as pets. Alaska is a very cold place, and when Snake first goes into the base, the rats are the first life forms he encounters, so I think they are a very important element in the game.

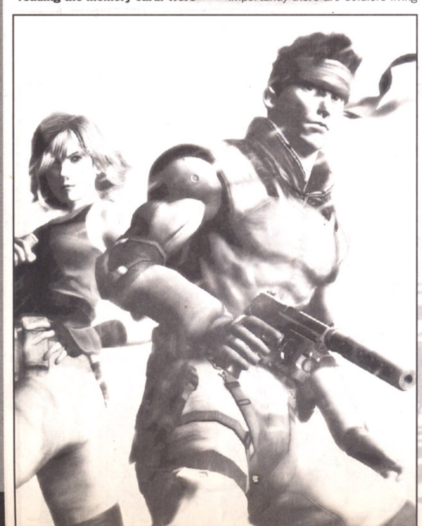


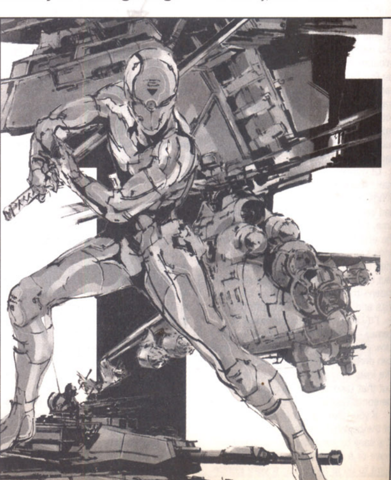
I especially like when you first encounter Sniper Wolf, because you're looking through the scope of the sniper rifle waiting for a sign of movement, and the rats' movement always distracts you.

In that scene initially, I had this little cheat in there where if you kept shooting the rats, you'd get bigger and bigger rats. It was in there for a while but then I felt it was too much of a joke so I took it out.

In that scene as well, the Dual-Shock becomes quite intense. How crucial a part did the Dual-Shock controller play in the design of the game?

When the controller first came out, I was like – wow, I can do so many things with the vibration. I came up with a lot of ideas but they weren't that effective, so we weeded them out. Initially, when Snake stood





against a wall and the camera changed, the pad would vibrate, but when the enemy spots Snake the pad vibrates. If you have too many vibrations the effect is lost.

Many film directors make the hero an alter-ego of themselves. Do you share anything in common with Solid Snake, and would you like to retire to Alaska and raise wolves in real life?

I don't do too much hiding in my real life!

Snake is probably not myself, because unlike movies or novels, in games the player takes on the role of the character. People from different countries, different age groups will be playing the game, so I like to keep Solid Snake as blank as possible, so that anyone playing can adapt and relate to the character. But I'd like to live in Alaska!

Snake is a character who seems very much 'out of his time'. He's very moral, and uses his wits and his fists rather than relying on technology all the time. Was he designed to be the last of a heroic breed?

Absolutely.

Do you have a favourite moment in the game?

I like the jeep part at the moment. The original plan was to have Solid Snake in the driver's seat. You could drive the car, and have the other character shoot, or you could choose whether you wanted to shoot or drive.

Like a film, *Metal Gear Solid* was extensively story-boarded, obviously helping to build up the tension and action all the way to the climax. But were there originally sequences in different positions to the finished game?

Maybe not switching around orders, but originally the story was even more complicated, with the whole Naomi betrayal, and FOX DIE. Another twist we had made was making you drive, but at the same time making you think about who was the bad guy. But it became too much, so we had to take it out.

In films actors often ask for details to be changed in the script, and you often hear about authors who reveal that during the writing process the characters take on a life of their own. Did this happen at all with *Metal Gear Solid*?

I came up with the characters, and I do write for them, but they almost become real people in my mind, they start to do their own talking. The actor gives important information to the player. You've probably noticed how Solid Snake repeats so much of what he's told, like when someone tells him about Metal Gear Rex, he'll go "Rex?", to ensure that the player gets this information because unlike a book or a video, you can't rewind. To make sure the important information stays in the player's mind, Solid Snake has to act like an idiot.

The game is very reliant on dialogue and information. At times it feels like Solid Snake is like a detective, and with the weather, cigarettes and lighting it's not far removed from film noir and Raymond Chandler – except in a different time and location. Would you like to take a break from action games in the future, and perhaps work on a pure detective/mystery game?

Yeah, I'd love to make a mystery game. I'd like to do an orientation kind of game, where in the game they tell you: go to Heathrow airport by 3pm. You go there, and you see a number on the wall, and then you follow that.

There's been quite a lot of press about the cigarettes in the game – what are your views on this?

Obviously we all know that it's bad for you, but at the same time Solid Snake's an old-fashioned kind of guy. When you smoke the life bar decreases gradually, so it tells you that they're bad for you, but it's not going to kill you in a second. There are some people in Japan that play the game with a cigarette in their mouth, sometimes not lit, but it kind of adds to that hard-boiled teenage thing.

How hard was it to work variety into the game, giving you choices of how to get across a room, or how to tackle a boss?

Nearly all the items and weapons can be used anywhere in the game, if not it'd be no fun. But to enable that, it was hard to program. With the remote-controlled missile, the first time you get it you learn how to use it, and from then on you can invent new ways to use it. If you find another enemy it's up to you to choose the weapon, so that becomes a part of the interactivity and choice in the game. For example, when you encounter Sniper Wolf for the second time, most players will choose the sniper rifle, but if you wanted to chase her rear-end you could play with the Nikita missile, or you could even use a Stinger missile to kill her. Something that I didn't want to include was to say, shoot a hundred bullets into her eye.

What were the last three films you saw and enjoyed?

The Negotiator, *Enemy Of The State* and *Gamera 3*! I've been busy this year, I haven't seen too many films. In fact, this is the year I've seen the fewest movies. I enjoyed *Snake Eyes*, too.

And are there any games you are currently playing?

I play *Gran Turismo* with my son.

Will we have to wait a similar amount of time for your next game, as it took for *Metal Gear Solid* to be made?

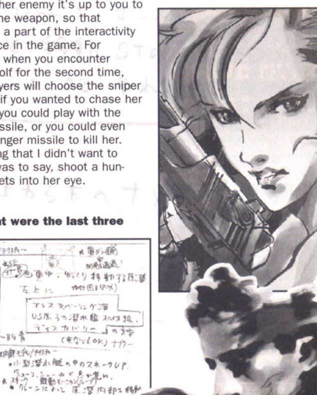
I'll do my best!

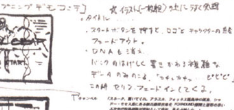
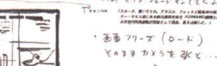
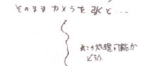
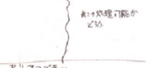
Have you actually started production yet?

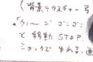
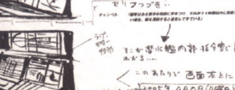
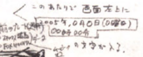
Yes, we're at the planning stage of production, which is the most fun. It's where you try and put down all your ideas.

Can we guess that the new game's using the Emotion Engine and the next-generation Sony console?

(No comment, just a smile).




OFFICIAL CHART ROUND-UP



UK MULTI-FORMAT SALES CHARTS

PLAYSTATION TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**METAL GEAR SOLID**	**KONAMI**
2	NE	ROLLCAGE	PSYGNOSIS
3	2	A BUG'S LIFE	SONY
4	3	FIFA '99	EA
5	NE	POPULOUS: THE BEGINNING	EA
6	4	PREMIER MANAGER '99	GREMLIN
7	6	RUGRATS	THQ
8	5	WCW/NWO THUNDER	THQ
9	7	COOL BOARDERS 3	SONY
10	RE	MUSIC	CODEMASTERS

PLAYSTATION PLATINUM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**2**	**GRAND THEFT AUTO**	**TAKE 2**
2	1	MICKEY'S WILD ADVENTURE	SONY
3	3	TOMB RAIDER	EIDOS
4	7	RESIDENT EVIL	VIRGIN
5	5	CROC	FOX
6	10	TOCA TOURING CAR	CODEMASTERS
7	4	ODDWORLD: ABE'S ODDYSEE	GT
8	6	CRASH BANDICOOT	SONY
9	RE	TEKKEN 2	SONY
10	8	TIME CRISIS	SONY

NINTENDO 64 TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**1**	**SOUTH PARK**	**ACCLAIM**
2	2	ROUGE SQUADRON	THE GAMES
3	3	LEGEND OF ZELDA: OCARINA OF TIME	THE GAMES
4	4	WCW vs NWO: REVENGE	THQ
5	7	VIRTUAL POOL	INTERPLAY
6	5	TUROK 2	ACCLAIM
7	9	WIPEOUT 64	PSYGNOSIS
8	6	SUPER MARIO KART 64	THE GAMES
9	10	1080° SNOWBOARDING	THE GAMES
10	RE	F1 WORLD GRAND PRIX	THE GAMES

PC CD-ROM TOP TEN

THIS	LAST	TITLE	PUBLISHER
1	**2**	**ALPHA CENTAURI**	**EA**
2	3	SIM CITY 3000	EA
3	4	SOUTH PARK	ACCLAIM
4	7	SIMPSONS: VIRTUAL SPRINGFIELD	FOX
5	1	PREMIER MANAGER '99	GREMLIN
6	9	DELTA FORCE	NOVALOGIC
7	8	BALDURS GATE	INTERPLAY
8	6	HALF-LIFE	CENDANT
9	5	RESIDENT EVIL 2	VIRGIN
10	RE	SIMPSONS: CARTOON STUDIO	FOX

JAPANESE MULTI-FORMAT SALES TOP 10

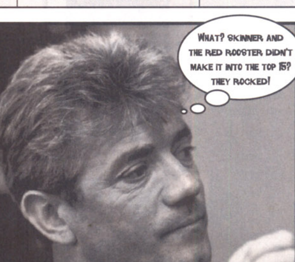
1	**FINAL FANTASY VIII**	**PLAYSTATION**
2	SMASH BROTHERS	NINTENDO 64
3	DRAGON QUEST MONSTERS	GAMEBOY
4	OPTION TUNING CAR BATTLE 2	PLAYSTATION
5	SIMPLE 1500	PLAYSTATION
6	SEGA RALLY 2	DREAMCAST
7	PIKACHU GENKI DE CHU	NINTENDO 64
8	DUAL MONSTERS	GAMEBOY
9	SCANDAL	PLAYSTATION
10	POKEMON CARD	GAMEBOY

AMERICAN CONSOLE SALES CHART

1	**WCW/NWO THUNDER**	**PLAYSTATION**
2	ZELDA: THE OCARINA OF TIME	NINTENDO 64
3	GOLDENEYE	NINTENDO 64
4	SOUTH PARK	NINTENDO 64
5	METAL GEAR SOLID	PLAYSTATION
6	ROGUE SQUADRON	NINTENDO 64
7	FROGGER	PLAYSTATION
8	POKEMON BLUE	GAMEBOY
9	CRASH 3: WARPED	PLAYSTATION
10	CRASH BANDICOOT 2	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	**QUAKE**	**PC CD-ROM**
2	PREMIER MANAGER '99	PC CD-ROM
3	CHAMPIONSHIP MANAGER 3	PC CD-ROM
4	ISS PRO '98	PLAYSTATION
5	STREET FIGHTER ALPHA 3	PLAYSTATION



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but here's what we recommend this month for each system.

SATURN UK TOP 5

1	STREET FIGHTER ALPHA 2	VIRGIN
2	NIGHTS	SEGA
3	VIRTUA FIGHTER 2	SEGA
4	X-MEN vs STREET FIGHTER	VIRGIN
5	STEEP SLOPE SLIDERS	SEGA

DREAMCAST IMPORT TOP 5

1	MARVEL vs CAPCOM	CAPCOM
2	BLUE STINGER	SEGA
3	HOUSE OF THE DEAD 2	SEGA
4	SONIC ADVENTURE	SEGA
5	PSYCHIC FORCE 2012	TAITO

PLAYSTATION UK TOP 5

1	METAL GEAR SOLID	KONAMI
2	GTA: LONDON	TAKE 2
3	RIDGE RACER TYPE 4	SONY
4	ROLLCAGE	PSYGNOSIS
5	STREET FIGHTER ALPHA 3	VIRGIN

PLAYSTATION IMPORT TOP 5

1	UM JAMMER LAMMY	SONY
2	CHOCOBO RACING	SQUARESOFT
3	KING OF FIGHTERS '98	SNK
4	PARLOUR! PRO 7 PACHINKO	TELENET
5	FINAL FANTASY VIII	SQUARESOFT

PC TOP 5

1	CHAMPIONSHIP MANAGER 3	EIDOS
2	PREMIER MANAGER '99	GREMLIN
3	WARZONE 2100	EIDOS
4	UNREAL TOURNAMENT	GT
5	WORLD CUP CRICKET '99	EA

NINTENDO 64 TOP 5

1	ZELDA 64	THE GAMES
2	SMASH BROTHERS	THE GAMES
3	MARIO PARTY	THE GAMES
4	BEETLE ADVENTURE RACING	EA
5	RUSH 2	GT

NINTENDO 64 IMPORT TOP 3

1	CASTLEVANIA 64	KONAMI
2	WIPEOUT 64 (IN JAPANESE)	COCONUTS
3	OGRE BATTLE 3: PERSON OF LORDLY CALIBRE	QUEST

GAMEBOY COLOR TOP 3

1	LOONEY TUNES	INFOGRAMES
2	HEXCITE	UBI SOFT
3	FROGGER	TAKE 2

ARCADE TOP 5

1	HOUSE OF THE DEAD 2	AM1
2	THRILL DRIVE	KONAMI
3	STREET FIGHTER 3: THIRD STRIKE	CAPCOM
4	HIP HOP MANIA	KONAMI
5	CRAZY TAXI	AM3

CVG's TOP 15 GREATEST EX-WWF WRESTLERS EVER!

1. BRUTUS 'THE BARBER' BEEFCAKE
2. THE BUSHWACKERS
3. PAPA SHANGO
4. MILLION DOLLAR MAN: TED DiBIASE
5. ANDRE THE GIANT
6. ULTIMATE WARRIOR
7. RAVISHING RICK RUDE
8. JAKE 'THE SNAKE' ROBERTS
9. HACKSAW 'JIM' DUGGAN
10. TUGBOAT
11. SUPERFLY JIMMY SNUKA
12. IRWIN R. SHEYSTER
13. JIM 'THE ANVIL' NEIDHART
14. HONKY TONK MAN
15. TITO SANTANA